Resident Evil™ Archives II

RESIDENT EVIL™

archives

II

2002~2009

RESIDENT EVIL™

archives

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2002~2009

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This book is a faithful translation of the book released in Japan on 9/21/2010.

INTRODUCTION

RESIDENT EVIL™ 0

Deep in the American Midwest, Raccoon City's scenic Arklay Mountains were plagued by a string of mysterious deaths and disappearances. The bodies were found mutilated, and the Raccoon City Police Department declared the incidents to be the result of homicide. On June 23rd, 1998, the city deployed Bravo Team from their special police unit S.T.A.R.S. (Special Tactics and Rescue Service) to investigate the incidents.

The Bravo Team's helicopter suffered unforeseen engine trouble over the mountains, and landed in the forest nearby. Luckily, there were no casualties. As the team nursed their wounds and searched their immediate surroundings, they discovered a badly-damaged police transport truck. There was no sign of the prisoner being carried, but documentation identified him as 26 year-old Billy Coen, a former lieutenant with the US Marines. He had been convicted of twenty-three counts of homicide and was scheduled for execution. The truck's two drivers had been killed, and Bravo Team decided to pursue the matter further.

One of the team's newest recruits, Rebecca Chambers, discovered a train stopped in the middle of the forest and moved to search it. As she looked around the train, she found that everyone aboard was dead. Just then, something bizarre happened… their corpses began to walk, and lunged at her! They were zombies! Despite her inexperience, Rebecca was able to fend off the unexpected assailants. Eventually, she ran into Billy himself, who proposed that they work together to escape. Rebecca refused him, determined to follow through on her order to arrest him. But when she found herself under attack from a hideous monster formed from a walking mass of leeches, it was Billy who saved her.

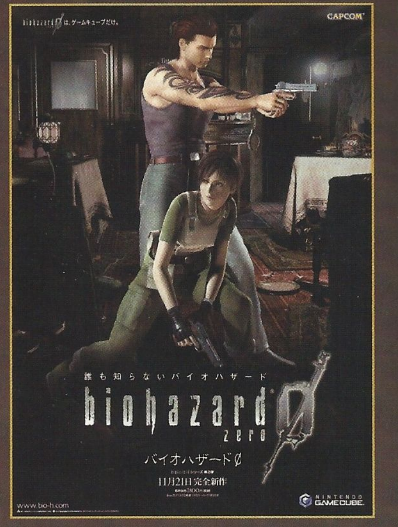
Without warning, the train began to move. Rebecca and Billy were trapped on board with the zombies and the hulking leech monsters. With a thunderstorm raging outside, the train began to pick up speed. It was out of control, heading for a cliff. They had to stop it! The two of them worked together to put on the brakes and change the train's course. The train plowed through a barricade and derailed. It rolled, and at last, came to a stop amidst a shower of sparks.

They traveled onward, and found themselves at the Umbrella Corporation Management Training Facility. The facility had been run by the now-late Dr. James Marcus, one of the pharmaceutical giant's three founders. There, he had developed a terrifying virus that turned living creatures into zombies. At every turn, Billy and Rebecca were forced to fight off hordes of zombified researchers. Fighting side by side, Rebecca began to question Billy's guilt, and eventually asked him to tell her the real story. Gravely, Billy told her everything.

Billy was part of a specialized squadron ordered, under mistaken intelligence, to destroy a village full of innocent people. As punishment for Billy's refusal to follow the unconscionable order, the squadron's commander used Billy as a scapegoat in order to cover up his mistake.

The once-dead Dr. Marcus at last appeared before them, using a duplicate body created for him by the leeches. He was the genius researcher who first engineered the T-Virus, but his research began straying further and further from the company's ideals. As a result, ten years ago, his fellow researchers Albert Wesker and William Birkin had him assassinated. The virus took over his body after his death, and had spent the last ten years reviving him. As Marcus spoke these words, a horde of leeches came together around him. He transformed into the grotesque Queen Leech, and charged at Rebecca and Billy.

In the end, the two managed to defeat the Queen Leech and escape. Rebecca ripped off Billy's dog tag. She promised him that when she made her report, she would say that he had died. Beneath the gradually dawning sky, the two went their separate ways.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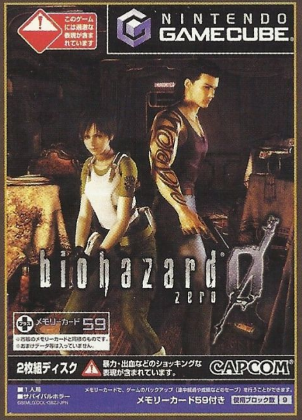
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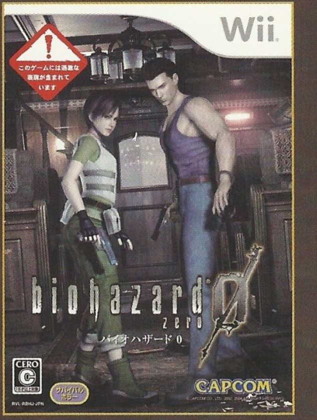


RESIDENT EVIL™

Raccoon City had sent their Bravo Team to investigate the Arklay Mountains just outside the city limits, but all contact with the team had been lost, and their whereabouts were unknown. The next day, July 24th, Alpha Team was dispatched to the area to search for them. After several aerial passes over the mountains, they located Bravo Team's crashed helicopter, and touched down to investigate. There, they were immediately attacked by a zombified pack of wild dogs, which killed one of the members of their team. The team's commander, Albert Wesker, led them to shelter in a nearby mansion.

In the end, only three of them made it to the entrance hallway. A gunshot broke the silence. Team member Chris Redfield ran to investigate, and arrived just in time to see his teammate being devoured by a zombie. The mansion that should have been their refuge was, in fact, a den of monsters! With the terror of the horrific first encounter fresh in his mind, Chris ran off on a breathless search to find both his squad members, and a way to escape to safety.

On his search, he encountered Bravo Team's Richard Aiken and Rebecca Chambers. Aiken was severely injured, with Rebecca trying to stop the bleeding.

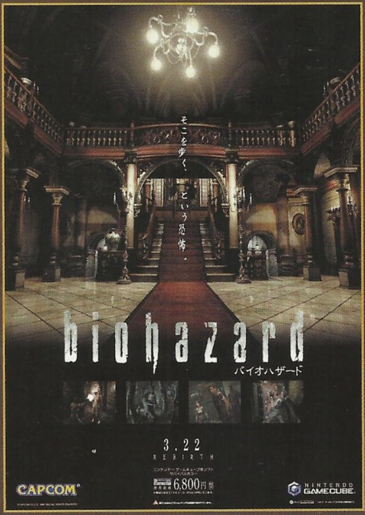
Another member of Alpha Team, Jill Valentine, was also exploring the mansion. Suddenly, she heard voices drifting in from another room. It sounded like two people communicating over the radio, but when it came to the conversation itself, she could hardly believe what she heard. They were talking about a plan to destroy S.T.A.R.S.! Jill entered the room and found her fellow Alpha Team member, Barry Burton. He brushed off her questions, but his evasiveness only made her more suspicious. She was later informed by Bravo Team commander Enrico Marini that there was a traitor on the force feeding information to the Umbrella Corporation. With that, she became determined to get to the truth of the matter.

Jill and Chris finally met up, and made their way to the Arklay Research Facility set up in the mansion's basement. There, they learned that their commander, Wesker, was in bed with Umbrella. They had no sooner discovered this then they found Barry at their backs, holding a gun on them. In one moment, all the pieces of this baffling incident fell into place. Wesker drew his gun on them as well, and began to tell them everything. Everything that had happened was part of Umbrella's plan to use S.T.A.R.S. as test subjects for their virus. Luring them to the mansion had been part of that plan. It had all been engineered from the start.

In truth, though, Wesker had betrayed even Umbrella. Everything had been to serve his own ambition.

He had disposed of everyone who had gotten in his way, including the rest of the team. Now that they had served their purpose, he would get rid of Chris and Jill, too. Before he could pull the trigger, though, another gunshot went off. Barry had shot Wesker. He told them that Wesker had taken his family hostage, to force him into betraying his comrades. As Barry apologized, Wesker touched the control panel, freeing the massive experimental creature Tyrant from its capsule. Wesker had expected it to follow his commands, but it skewered him indiscriminately on its claw. The truly "tyrannical" creature then turned its attentions to its next prey: Chris, Jill, and Barry.

Chris and Jill escaped, and radioed the rescue helicopter. But what greeted them on the roof was not their rescuers, but the Tyrant itself. Eventually triumphing after a desperate battle, they slumped in exhaustion as the helicopter carried them home. The events of that night would later be referred to as the "Mansion Incident."



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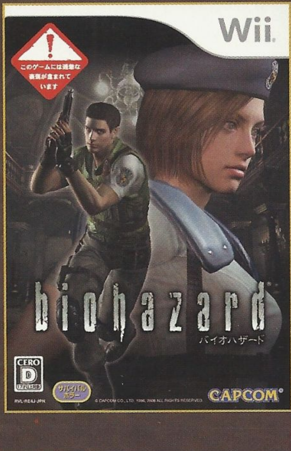


RESIDENT EVIL™ 2

Two months after the horrific incident in the Arklay Mountains, the tragedy came to Raccoon City itself. Two people, a man and a woman, found themselves in a living hell: a city overrun by a zombified populace. The man was Leon S. Kennedy, a new recruit on his first day with the Raccoon City Police Force. The woman was Claire Redfield, who had come to the town in search of her brother Chris, last heard from two months prior.

The two happened to run into each other on the street. They immediately retreated to the safety of the police station, but what should have been the safest place in the city was, in fact, overrun by zombified police officers! Leon and Claire split up to look for survivors.

On his search, Leon met a woman named Ada Wong, a mysterious oriental beauty who had come to the city in search of a particular reporter. They found the reporter, who had locked himself into a prison cell. She told him she was looking for clues about the whereabouts of her lover, an employee of Umbrella who had gone missing. He wouldn't give them any useful information, though, except to offer them a way out of the city.

Meanwhile, Claire came upon a survivor, a little girl named Sherry Birkin. Claire called out to her, thinking it was too dangerous for her to be wandering around on her own, but the girl just ran away. When Leon and Ada later saw the girl, she ran from them as well. This time, though, she dropped a locket. Ada picked up the locket and opened it. The moment she saw what was inside, she ran off, leaving Leon behind.

The zombies that had overtaken the town had been created by the T-Virus developed by the Umbrella Corporation. Now, there was an even more horrifying virus out there: the G-Virus. The G-Virus enacted mutations on the genetic level, resulting in endlessly evolving transformations that could actually be passed down in the creature's offspring. Its creator was Sherry's father, William Birkin.

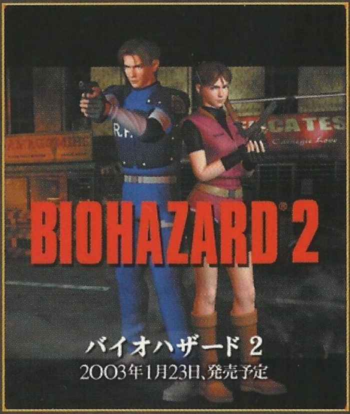
In reality, Ada was a spy hired by Wesker...now working for one of Umbrella's rivals...to steal a sample of this G-Virus. Umbrella had also deployed their own elite special forces to procure such a sample. With his company after both his life and his life's work, Birkin injected the G-Virus into himself, transforming into a monster known only as "G." G was now in search of a new host with which to propogate itself. It needed a host as genetically similar as possible to its old one, and it had picked Sherry for that purpose.

Leon and Ada, each not knowing the other's history, had grown very close. Unfortunately, Ada was mortally wounded in a Tyrant attack. With what seemed her dying breath, Ada activated the self-destruct mechanism on Birkin's research laboratory.

Leon and Claire raced to the platform where Sherry was being held, and boarded a freight train used to carry materials into the facility in order to escape. They injected Sherry with a G-Virus vaccine and the train left the facility, rushing for the surface. Just when everything seemed like it was going to work out, though, G appeared on the train. The sound of explosions could be heard over the biohazard alarms. Leon and Claire had no choice but to blow the train up with G inside, and run to safety. The only problem was, the control car was locked. Sherry was able to sneak through a ventilation shaft to reach the control car. Once there, she pressed the brake button. Then, the three of them jumped off the train.

They ran together for the exit of the underground tunnel, as fast as their legs could carry them. Just as they made it outside, an explosion rang out from the tunnel behind them.

Leon took no time to celebrate the victory, but swore on the spot to demolish the Umbrella Corporation. The overlying threat of G, and the image of the dying Ada, were scorched irreversibly into his mind.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RESIDENT EVIL™ 3

While Leon and Claire were working to make their escape, another event was unfolding in Raccoon City. Jill Valentine, the S.T.A.R.S. agent who survived the Mansion Incident, had remained in Raccoon City to investigate the people responsible: the Umbrella Corporation. It was during this time that the virus, and the zombies, had began to spread. This new outbreak caused her to reluctantly give up her search. She decided to meet up with Chris Redfield in Europe instead.

She moved through the town, avoiding monsters, and eventually ran into a fellow survivor of the mansion incident, a S.T.A.R.S. helicopter pilot named Brad Vickers. But their warm reunion would soon become an eternal goodbye, as a grotesque figure in a black coat appeared and put an end to Brad, uttering the name of S.T.A.R.S. like a curse. Jill fled from the figure and reached the police station.

Inside the station, Jill happened to overhear a radio transmission from a person asking for aid. There were survivors out there! Jill armed herself, and was just heading out when the large man appeared before her again. The creature, known as Nemesis, seemed to follow wherever she went.

A gunshot rang in her ears. She headed in the direction it came from, and there encountered a man dressed as a soldier. His name was Carlos Oliveira, a member of the Umbrella Biohazard Countermeasure Service, which had been sent in to evacuate the survivors. Jill had her doubts that the company that caused the disaster would be so concerned about survivors, but saw no reason to lash out at a mere hired gun. His team was stuck in a situation far worse than any of them could have anticipated. Carlos urged her to come with him to the city's tram platform, which they could take to the helicopter extraction point.

The tram was broken, but on board, they met up with U.B.C.S. squad leader Mikhail Victor and squad member Nicholai Ginovaef. The group made an excursion to a gas station to get materials to get the tram working, but Nicholai was mortally injured in an explosion. Later, Mikhail also died in a Nemesis attack. As the last ones remaining, Jill and Carlos set out on their own on the train. They reached the rendezvous point, only to see the rescue helicopter destroyed by the Nemesis. What's more, the Nemesis's tentacle attack had infected Jill with the T-Virus.

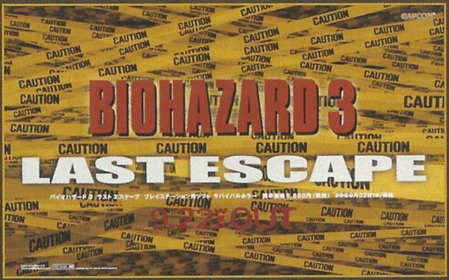
Even with their only path of escape cut off, Carlos refused to give up. He went off in search of a vaccine for Jill. His determination bordered on recklessness, but in the end, he was able to save her.

The two of them went searching for a new path of escape, when suddenly, Nicholai appeared before Jill, alive and well. He told Jill that he was a "supervisor" sent by Umbrella to monitor the fight with the B.O.W.s, and that Jill had a price on her head. The cold-blooded Nicholai then stole the last remaining helicopter out of Raccoon City for himself.

From there, things just got worse. The Nemesis appeared before Jill again, now mutated to a form far larger and more monstrous than ever before. Using her last ounce of strength, she fought him, and finally reduced him to bloody chunks.

With the fierce battle over, a helicopter landed beside her. Carlos was there, alongside another familiar face. She couldn't believe her eyes, but seeing them was like the light of hope itself. As they flew away, a large missile passed them by, aimed for the center of the city.

There was a hideous explosion, and the city was engulfed in flames. Raccoon City had been wiped from the map.



STORY
CHARACTER
CREATURE
ITEMS
VISUAL WORK
EXTRAS
KEYWORD
DATABASE

RESIDENT EVIL™: CODE VERONICA

It had been three months since the annihilation of Raccoon City. Claire was in Europe, searching for her missing brother Chris, who was last reported engaging in anti-Umbrella activities.

Claire managed to infiltrate an Umbrella research laboratory in Paris, but was caught and transferred to a prison on Rockfort Island. Not long after she arrived, though, the isolated island prison was put to ruin in an air raid from an unknown party. The jailer realized it would be pointless to try to confine her now, and released her. Outside the walls, zombies were running rampant. The complex had become an inescapable hell on Earth.

As Claire made her way outside, someone started firing at her. But just as she was about to counterattack, the shooter appeared. He was an angry young man of 17, a fellow prisoner named Steve Burnside. Claire thought there must have been a deeper reason why he was imprisoned at such a young age, and there was something "off" about his behavior. Before she could learn more, though, he ran off for the airport without her.

Claire was able to use one of the prison computers to get some information on her brother, then sent Leon an email asking for help. She was sure he would pass it along to Chris.

Soon after, Claire ran into the island commander, Alfred Ashford, grandson of Umbrella Corporation founder Edward Ashford. Assuming Claire to be one of their mysterious attackers, he fired on her mercilessly. Claire realized this group must have been responsible for the T-Virus outbreak, but still had no idea who they were or why they had attacked the island.

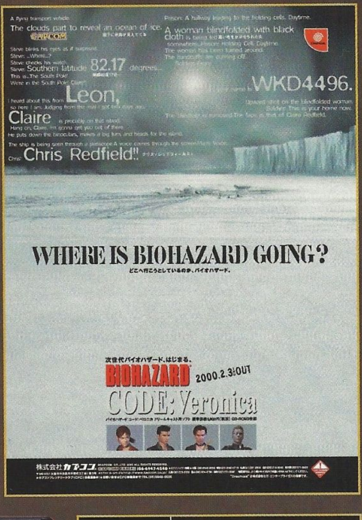
As Claire went in search of a way out, she was stopped by a giant monster. Just as all hope seemed lost, she was saved by a shot from Steve's gun. When another zombie appeared before him, though, Steve was unable to shoot. Finally, as he realized that Claire was in danger, he unloaded his entire cartridge on it, then fell crying to his knees. The zombie was his own father. A former worker at Umbrella, his father had been plotting to sell off company secrets. When his plan came to light, Umbrella killed Steve's mother, and imprisoned Steve and his father. With the explanation for Steve's unusual behavior finally come to light, Claire gently comforted him..

Claire found herself face to face with a ghost: Albert Wesker. He had come in search of Alfred's twin sister Alexia, who had developed the T-Veronica and injected it into herself. Wesker had invaded the island with his squadron with the intention of capturing Alexia.

Wesker allowed Claire to go, hoping to use her as bait to take revenge on Chris. Claire and Steve took a plane off the island, but ended up crashing at the South Pole. Nearby was a huge Umbrella research facility. Alfred came after them, but they shot him down, and once again went in search of a way out. Meanwhile, Alexia awoke from her self-imposed, fifteen year cryostasis...

Chris arrived on Rockfort Island, having gotten Leon's message. He had a hunch that the virus had spread across the island, and his hunch turned into a certainty when he ran into Wesker. Wesker told Chris what he was after and where Claire was. Chris hurried to Antarctica in his Harrier to meet up with Claire and Steve. He tried to bring them both to safety, but Alexia turned Steve into a test case for T-Veronica. Steve attacked Claire at first, but his lingering humanity reasserted itself when he looked into her eyes. Claire reminded him of who he was, and in his last moments, he became truly human once more.

Wesker captured Claire again, and shut her up in a prison cell. Chris activated the facility's self-destruction device to unlock the doors and free her. As they tried to move to safety, their way out was blocked by Alexia, now transformed into a massive queen ant. The two of them destroyed her with the linear launcher, crushing Wesker's plans to retrieve her in the process. Wesker pursued them in anger, but they managed to shake him off, and boarded Chris's Harrier to leave the Antarctic base behind. They had no way of knowing that Wesker had found another way of recovering the T-Veronica...


A flying transport vehicle
The clouds part to reveal an ocean of ice.
CAPCOM
Steve blinks his eyes as if surprised.
Steve: ...Where...?
Steve checks his watch.
Steve: Southern latitude 82.17 degrees...
This is...The South Pole!
We're in the South Pole, Claire!
Prison: A hallway leading to the holding cells. Daytime.
A woman blindfolded with black cloth
The woman has been turned around.
WKD4496.
Soldier: This is your home now.
I heard about this from Leon,
Claire is probably on that island.
Hang on, Claire, I'm gonna get you out of there.
He puts down the binoculars, makes a big turn, and heads for the island.
Chris: Chris Redfield!!
WHERE IS BIOHAZARD GOING?
どこへ行こうとしているのか、バイオハザード。
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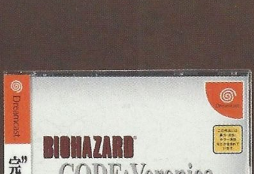
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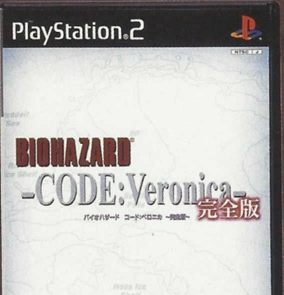
CAPCOM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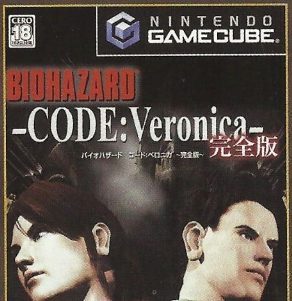
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2枚組ディスク
暴力・出血などのショッキングな表現が含まれています。
CAPCOM

MONOLOGUE BY LEON

1998...

I'll never forget it.

It was the year when those grisly murders occurred in the Arklay Mountains.

Soon after, the news was out to the whole world revealing that it was the fault of a secret viral experiment conducted by the International Pharmaceutical Enterprise, Umbrella.

The virus broke out in a nearby mountain community, Raccoon City, and hit the peaceful little town with a devastating blow, crippling its very foundation.

Not taking any chances, the President of the United States ordered a contingency plan... to sterilize Raccoon City.

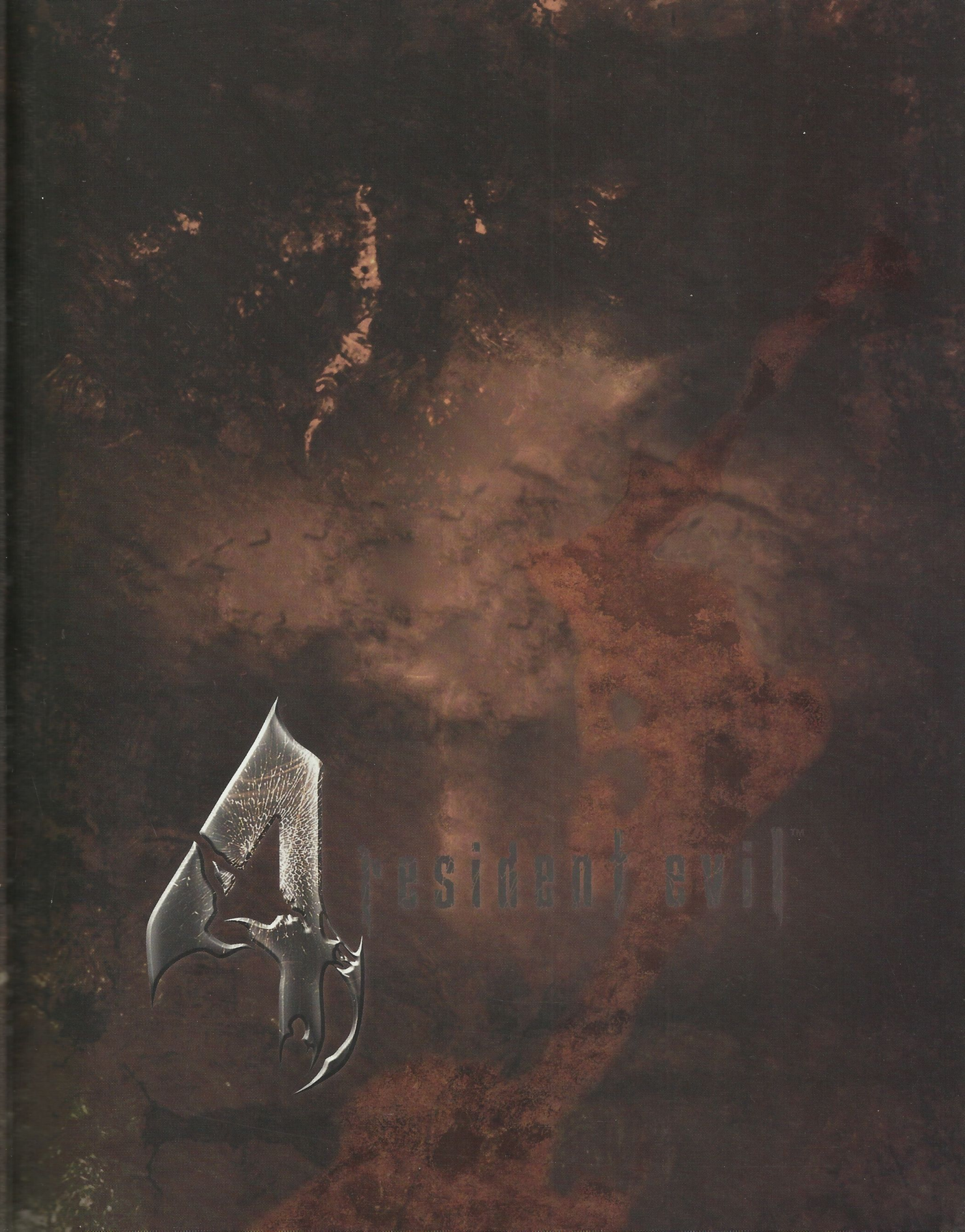
With the whole affair gone public, the United States government issued an indefinite suspension of business decree to Umbrella.

Soon its stock prices crashed and for all intents and purposes, Umbrella was finished.

Six years have passed since that horrendous incident...

Story

STORY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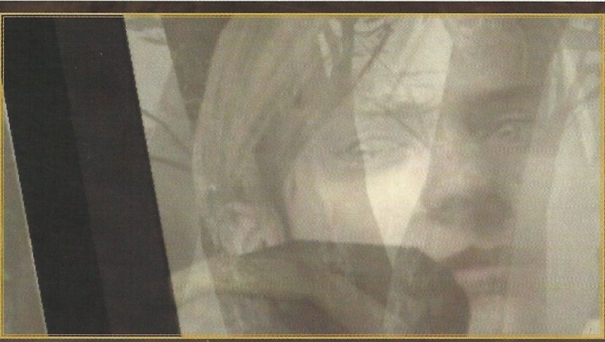
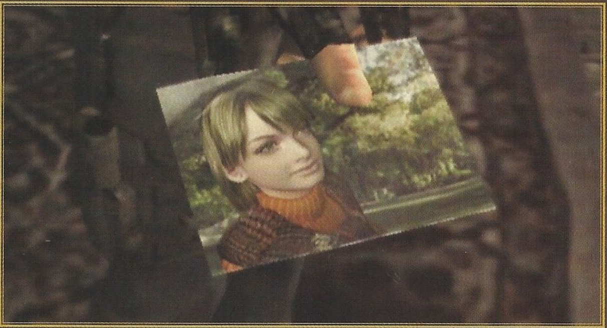
resident evil™

PROLOGUE: BAPTISM IN EUROPE

1





A dirty car drove down a mountain road. Winter was still a distant warning, but the trees on either side of the road were bare, ringed by carpets of dead leaves.

The plaintive Flamenco melody drifting through the car seemed well-matched to the dreary scene. Leon S. Kennedy sat in the back seat, contemplating the view.

"Yo, who are you really?"

The elderly cop in the passenger seat addressed Leon. The younger cop at the steering wheel looked up as he spoke. They had been assigned to take Leon to his destination, a certain village out in the countryside.

"Guess that's a local's way of breaking the ice. Anyway, you know what this is all about. My assignment is to search for the President's missing daughter."

"What, all by yourself?"

"I'm sure you boys didn't just tag along so we could sing "kum-ba-yah" together at some Boy Scout bonfire. Then again, maybe you did."

The older cop chuckled, but didn't press him any further.

"It's a direct order from the chief himself. I tell you, it's no picnic."

"I'm counting on you guys."

The older cop just smiled and shrugged.

The car passed over a wooden suspension bridge, then stopped. The cop at the wheel pointed to a small path through the woods. One could make out farmhouses just beyond the trees.

"Just up ahead is the village."

Leon was just heading off on his own when he got a radio transmission from his backup at headquarters.

"I'm Ingrid Hunnigan. I'll be your support on this mission."

"So the subject's name is Ashley Graham, right?"

"That's right. She's the daughter of the President."

Several days earlier, a mysterious group had abducted Ashley from her college in Massachusettes. Leon had just been assigned as Ashley's bodyguard, so the President entrusted him with the mission to rescue her. His only lead was an eyewitness report of a gang dressed in black, escorting a girl who fit her description into the village ahead.

"I'll try to find more information on them from my end as well."

Leon ended the transmission. He decided to start with the first house he came to.

The house seemed dilapidated, as if it hadn't been lived in for years. A man who might have been its owner was feeding a fire in the hearth. Leon called out to him, but the man didn't turn. Leon approached him, and showed him a picture of Ashley Graham.

"I was wondering if you might recognize the girl in this photograph?"

The man looked up from the hearth. He took a glance at the picture, then started barking angrily at Leon. Leon couldn't make out what he was saying, but it was obvious that the man wanted him to leave.

"Sorry to have bothered you."

As he turned to go, a tremor went through the room. Leon sensed someone behind him—someone out for blood.

He ducked, then rolled forward. The man swung his axe at him, grazing his back and rending the air forcefully. Leon turned and pulled out his 9mm automatic. He gave the man a warning.

"Freeze!"

The strange incidents he'd dealt with over the years came flooding to his mind. He had been attacked by ordinary citizens before, but those were walking corpses infested with the T-Virus. This man's eyes were an unnatural red, but he didn't look like any zombie Leon had ever seen.

"I said freeze!"

The man just screamed and held his axe aloft.

Leon pulled the trigger. The bullet tore through the man, sending him to the floor in a motionless heap. Leon heard an engine revving up outside, followed by the sound of the officers screaming, and a violent crash. That couldn't be good. He went outside and saw that the bridge was down, with black smoke billowing up from below. He looked off the edge of the cliff and saw the truck and the police car in ruins at the bottom. There was no sign of the officers.

That was only Leon's first glimpse of the madness into which he was about to stray...

2

The village square was lined with stone buildings. Women carried water, while the men piled up a mountain of straw, which they had cut by hand with their sickles. Livestock and chickens could also be seen.

At the center of the square was a stake about 3m in height. The elderly policeman was tied to it, hanging limply, as flames crackled up from the mountain of straw at his feet.

Leon watched the scene through his binoculars, then started moving toward the village again. In one house he found a mountain of bleached bones—of visitors burned at the stake, and villagers who went against the grain. If this town really did have something to do with Ashley's disappearance... then Leon didn't have a moment to lose.

As Leon crept quietly toward the village, he suddenly ran into a villager, who pointed at Leon and shouted an alarm. Villagers started rushing toward him from all directions. They did not attack individually, but cooperated in small groups, as if the crowd itself was all parts of a single predator.

"Who are these people?"

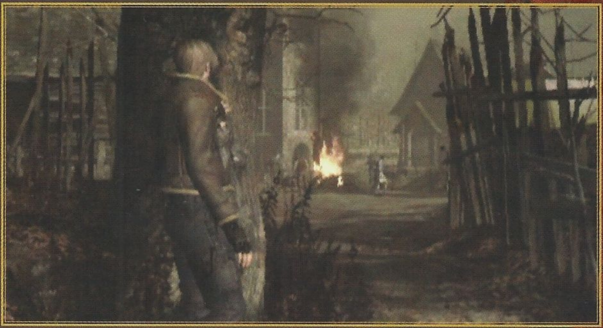
Leon ran to the safety of a nearby house.

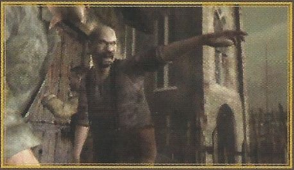
The villagers kept banging at the door. Someone revved up an engine outside, and Leon looked out to see a villager carrying a chainsaw. Other villagers were raising ladders to get at the second-story windows. As if they weren't already strange enough, their ability to apply problem-solving logic to situations was truly terrifying. He was trapped like a rat.

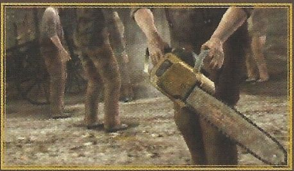
Leon fired off round after round, but for each villager that fell, a new flood of them came to take its place. The situation was getting worse by the minute. He had to find a way to break through...

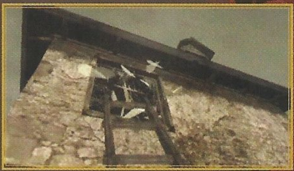
He heard a sound... the church bell was ringing. Leon watched on in disbelief as the tide of villagers stopped, turned, and murmured to themselves as they filed off together towards a building further into town.

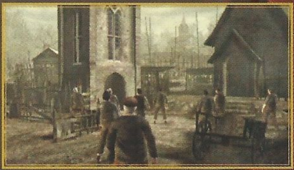
Leon stood alone in the village square. Beside him, the charred remains of the police officer flickered with the dying flame.





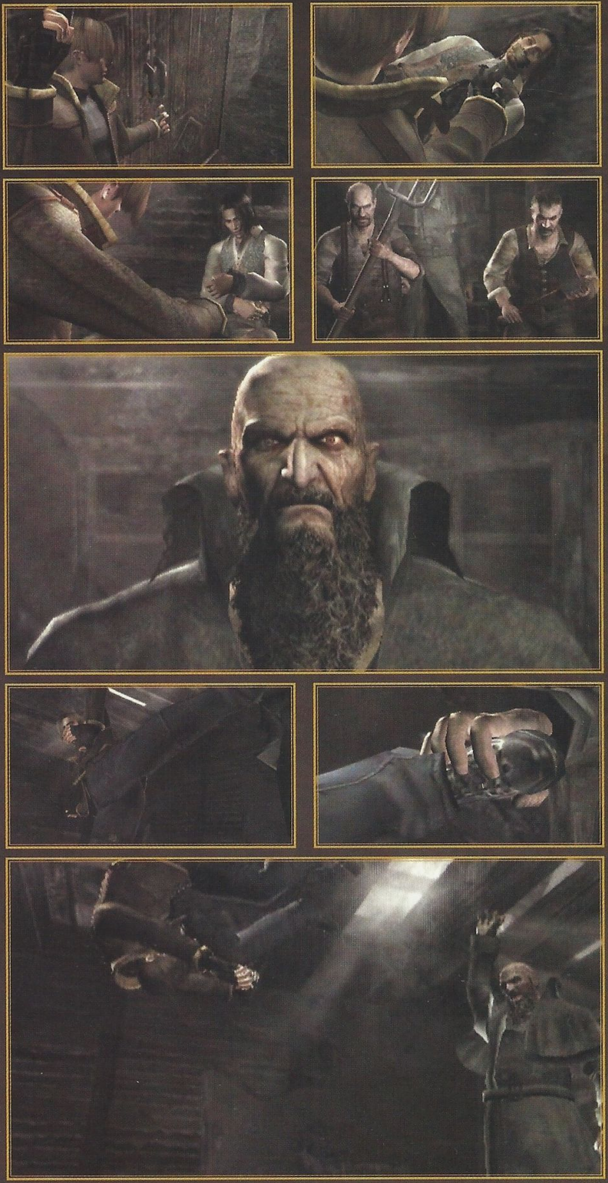






CHAPTER 1: THE CULT OF LOS ILLUMINADOS

1



Leon searched the village house by house, and came upon a memo inside an old shack. Photos of himself were attached to it.

The memo spoke of an American agent who had recently been asking questions about the village. It included a warning not to let the agent get in contact with "the prisoner."

The prisoner in question was being held in an old house beyond the farm, but preparations were being made to transport the prisoner to the valley for closer monitoring. The memo stressed the importance of keeping the American far away.

It was signed by the village chief, Bitores Mendez. If the prisoner in question was Ashley, he knew he would have to get to her before they moved her.

Leon made his way out past the farms, taking care not to be seen.

At last, he found the old house and crept inside. He heard something banging in a wardrobe near the back. He opened it, and a dark-haired Latino man tumbled out. As Leon untied him, the Latino man inquired,

"You're... not like them?"

"No. You?"

Loosed from his bonds, the man flexed his fingers. They were covered in flashy rings, which seemed out-of-place in such a backwater village.

Leon thought back to the memo he found in the village. If this man was the "prisoner" in question, he must have been an enemy of the village... but that didn't necessarily make him Leon's ally. He would have to be cautious. He suspected the man felt the same way about him.

The man spoke again.

"I only have one, very important question. You got a smoke?"

The inappropriateness of this question stunned Leon, who flatly offered him gum instead. It looked like they'd have a long way to go before he could get any real answers.

Their conversation was cut short by the appearance of two villagers wielding farm implements. The Latino man's attention was focused behind them, though. He spoke up sarcastically,

"Perfect."

Behind the villagers was a large man dressed in a dingy trenchcoat. A long beard hung on his face, a strange contrast to his completely hairless head. Leon remained silent and regarded him, carefully.

The Latino man whispered,

"The big cheese."

In other words, this was village chief Mendez. Leon threw a spin kick at him, but Mendez caught his foot with his right palm, and threw him effortlessly into the air. Leon landed hard against the wall. His consciousness slipped away.

2

Dreams are fleeting things. Through the veil of unconsciousness, Leon saw an old man in a hooded robe, carrying a staff. He looked like a magician from a fairy tale. The magician spoke.

"Feeble humans…"

His voice resounded in Leon's mind.

"Let us give you our power."

He felt a pain in his neck, like a prick from a needle.

"Soon, you will become unable to resist this… intoxicating power."

Leon wondered to himself in his dream: What magic is this? What did they inject me with?

As he came to, Leon found himself in an old house. His hands were tied behind him, bound to the Latino man's. He had awakened from the nightmare… but the reality wasn't much better.

"Hey, wake up."

The Latino man grumbled a response,

"Crawl out of one hole, and into another. Americano, sí? Now what brings a bloke like you to this part of the world?"

"My name's Leon. I came here looking for this girl. Seen her?"

As Leon introduced himself, he showed the man Ashley's photo.

"Let me guess. She's the President's daughter?"

The Latino man said he had heard the villagers talking about the President's daughter. He speculated that she might be locked up in the church. As Leon thought this over, he asked the Latino man about himself.

"Me llamo Luis Sera. I used to be a cop in Madrid. Now I'm just a good-for-nothing guy, who happens to be quite the ladies' man."

He could have been talking about Leon himself. Leon told him that he had been a cop, too, if only for a day.

"Somehow I managed to get myself involved with the incident in Raccoon City, on my first day in the force."

"That is the incident with the viral outbreak, right?"

Leon nodded, and Luis continued.

"I think I might have seen a sample of the virus in a lab at the department."

He stopped. A villager had entered the shed, covered in blood and carrying a huge axe.

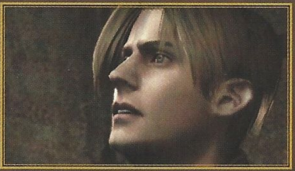
"Do something, cop!"

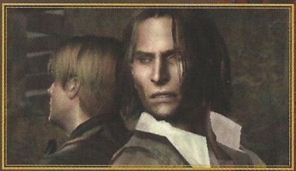
The villager turned toward them, raising the axe.

"After you!"

The two of them both leaned forward, extended their arms. When the axe came down, it cut through the bonds that held them together. Leon easily dealt with the villagers who came along as reinforcements, but when he looked up, Luis was gone.

There was only one place left for Leon to go. He left the old house behind.





3

Leon was heading toward the church when he came upon a large mansion. It was scrupulously maintained, from which he inferred it was probably the village chief's house. Creeping in through a back window, he found himself in a room that seemed to double as a study and bedroom. There was a memo on the nightstand.

As instructed by Lord Saddler, I have the agent in confinement, alive. Why keep him alive? I do not fully understand what the Lord's intentions are.

If for some reason, an unknown third party is involved, I don't think they'd let a chance like this slip by.

Leon speculated that the third party could be another group acting against them. As he looked out over the room, a portrait caught his eye. There was something familiar about it.

It was a hooded old man, the sorcerer from his dream...

He heard a sound. Someone else was in the mansion. Leon drew his automatic and went out into the hallway. A hand grabbed him from behind, causing Leon to drop his gun. The large man in the trenchcoat began to lift him up by the throat.

Leon felt his consciousness slipping away. Everything was going red.

"You carry the same blood as us, it seems."

With those words, Mendez suddenly dropped Leon down on the floor. There was a sneer in his voice as he spoke again.

"Nevertheless, you're an outsider. Just remember, if you become unpleasant to our eyes, you face severe consequences..."

When Leon looked up again, Mendez was already gone, disappeared into the bedroom.

Just then, he got a call. Hunnigan had been researching a religious cult that called the village home. They were the black-clad gang that had abducted Ashley.

"They're called the Los Illuminados."

Leon relayed his encounter with village chief Mendez to Hunnigan.

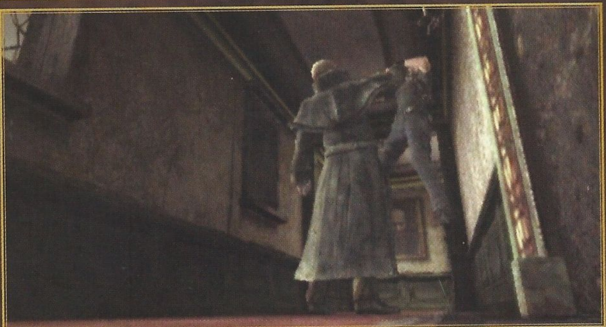
"He could have killed me, but he let me live. And he mentioned something about me carrying the same blood as them. Whatever that means."

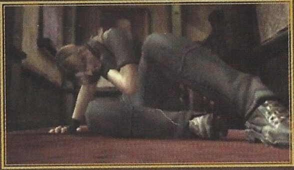
Leon ended the call, and started back toward the mansion's lower floors. Then, he stopped. Mendez was still in the bedroom. He had to find the church as quickly as possible, and it would be quicker if he could get information about Ashley's whereabouts from Mendez. This was his turn to catch him off guard. Leon retraced his steps, and opened the bedroom door.

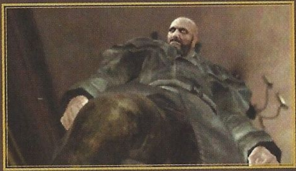
Mendez was waiting for him. The large man ran at him with cat-like grace, bowled Leon over, and planted his right foot on his chest. As he slowly applied more pressure, Leon heard his ribs creak.

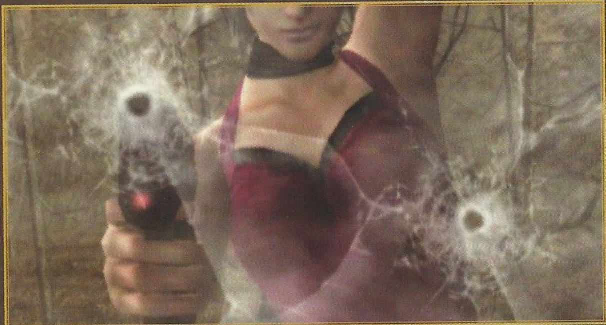
There was a gunshot, and the sound of breaking glass. Mendez turned toward the window, releasing Leon. Outside the window was a woman in a red dress aiming a gun at him. Mendez crashed out the window in pursuit, but the woman was already gone.

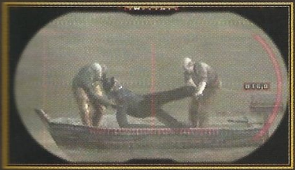
The room was quiet again. That woman... memories flooded Leon's mind, but he knew this was no time to get lost in sentiment.

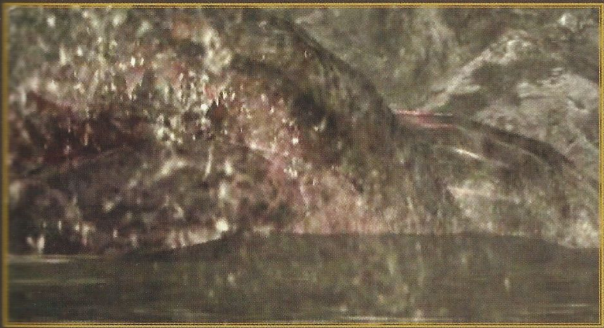
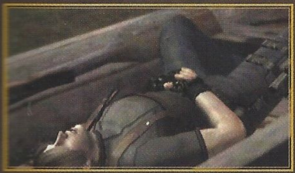


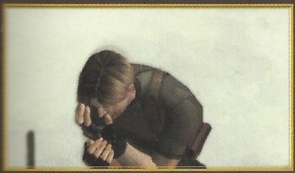










4

Leon found the church. It was completely quiet, and the door was shut tight. He would need a key to get in. Forcing his way might put Ashley in even greater danger. Leon had a new goal: he had to search the village for the key.

Two villagers were riding a small boat into the misty lake. They had the body of the young cop with them, which they threw into the water. The ripples around the floating body suddenly turned to waves as the head of a huge, stone-skinned creature burst forth from the surface. The salamander-like creature devoured the officer's body, then sank again with a roar. Feeding time, it seemed.

Leon made his way to the shore, and set out in a boat.

It appeared before him on the misty lake: The great creature burst forth from the water, seeking to devour the boat itself. Leon harpooned it over and over again, and when the battle was over, it sank back below the water.

Leon disembarked at the far shore, heading for a small hut. There, he was beset by a sudden pain running through his chest. He covered his mouth and coughed, and found blood on his palm. Suddenly, his body felt heavy. The world around him went black. Cold sweat ran down his forehead. As he strode through the door, he went limp and passed out on the floor.

There was something squirming inside of his body, moving around in his chest, his stomach, and down his legs. That feeling of violation was more terrifying even than the pain. Leon looked down at his hands. Blue and red blood vessels traced visible lines up his arms. They swelled, pushing up against the skin, and then...

He heard a scream. Leon sat up, and realized that it had been his own. He had been unconscious in the small hut.

He contacted Hunnigan back at the base and explained the situation. She told him he had been out for at least six hours.

"I started to feel dizzy. Then I guess I must have lost consciousness."

"Maybe that has some connection to what the village chief was talking about."

Hunnigan's words reminded Leon of his strange dream, but he knew he couldn't stop to think about it. He had to hurry and find Ashley. As he dropped the call, he noticed a scrap of paper in the hut. Someone had left a letter for Leon. It gave him the location of the key to the church where Ashley was held. It had the following sentence added as a post-script:

About what's been going on in your body... If I could help you, I would. But unfortunately it's beyond my power.

Leon looked down again, to the hand which held the letter. It was still stained with blood.

CHAPTER 2: THE TERROR OF THE BLOOD

1

The chapel was a simple room. A narrow balcony ran around the outer circumference, with two iron grates blocking the way past. Leon discovered the mechanism to unlock the grates, and opened the door beyond.

Inside was what looked like a small store room. A blonde-haired girl was standing there: Ashley. When he called to her, she immediately threw a board at his head.

“Don’t come!”

Leon became acutely aware of the gun in his hand. After being abducted and dragged halfway around the world by a creepy cult, it was only natural that she would be afraid when a stranger appeared brandishing a weapon. Leon holstered it, and spoke to her again.

“My name’s Leon, I’m under the President’s order to rescue you.”

“What? My father?”

Her eyes shone with child-like hope as she looked up at Leon. He pulled out his radio and informed Hunnigan that he had Ashley in custody.

“Good work, Leon. I’ll send a chopper over right away.”

The extraction point was a place to the north-east of the village farms.

“Got it. I’m on my way.”

Leon led Ashley out of the room and back into the chapel. But as they made their way down the ladder towards the exit, they heard a voice from behind.

“I’ll take the girl.”

The speaker was a man in a hooded purple robe, carrying a staff like a magician.

2

“My name is Osmund Saddler, the master of this fine… religious community.”

The portraits he had seen everywhere in the town. The magician from his dream. It was the man who stood before him now: Saddler.

“What do you want?”

“To demonstrate to the whole world our astounding power, of course. No longer will the United States think they can police the world forever. So we kidnapped the President’s daughter, in order to give her our power, and then send her back.”

Behind Leon, Ashley whispered in shocked recollection.

“Leon, I think they shot something in my neck.”

“What did you do to her?!”

“We just planted her a little...gift. Oh, there’s going to be one hell of a party when she returns home to her loving father.”

Saddler lowered his voice and continued.

“I believe I forgot to tell you that we gave you the same gift.”

It all came back to him. That horrible nightmare… the prick of the needle.

“I truly hope you like our small, but special contributions. When the eggs hatch, you’ll become my puppets.”

Leon didn’t want to believe it, but he remembered all too well the suicidal behavior of the villagers.

Just then, a pair of hooded men appeared, each carrying a flaming crossbow. Leon grabbed Ashley’s hand and pulled her crashing into the stained glass window and out of the church.

Outside, the rain was falling. Ashley lay on the wet ground for a moment, then looked up at him in fear.

"Leon, what's gonna happen to us?"

Leon's response was as much for his own ears as for hers.

"Don't worry. We got into this mess, we can get out of it."

3

Heading eastward from the church, they fended off wave after wave of villager attacks. Leon wanted to move as fast as possible, but Ashley's presence made it hard. Still, she had turned out to be much tougher than he expected, and even helped him bypass a few obstacles.

It was just then that Hunnigan contacted him with some bad news.

"We've lost contact with the chopper. Someone must have shot it down, though we can't determine who."

"Great..."

"We're prepping another chopper for you. Meanwhile, I want you to head towards the extraction point."

It wasn't just losing the helicopter that bothered him. It was the idea that someone out there was anticipating their every move. He wondered if there might be a leak in the government's information department.

As they made it over a suspension bridge, they saw a crowd of villagers assembling before them. A torch-wielding mob was also coming up on them from behind. They dove for the shelter of a nearby cabin, where they were addressed by a man's voice.

"Small world, eh?"

It was Luis. He tossed the door bolt to Leon, and began speaking, his eyes on Ashley.

"I see that the President's equipped his daughter with ballistics, too."

"How rude! And I don't believe there's any relevance with my figure and my standing. Who are you?"

"Excuse me, Your Highness. Perhaps the young lady might want to introduce herself first, before asking someone his name?"

Even at a time like this, he was so laid back. It must have been the Latin blood.

"Her name is Ashley Graham. The President's daughter?"

Leon noticed Luis focused intently on Ashley's eyes. He murmured to him quietly.

"Don't worry. She's cool."

Luis must have known something about the thing they had put inside of Ashley and Leon. That was why the Los Illuminados cult was after him.

"Ehh, never mind. There's supposed to be some obvious symptom before you turn into one of them, anyway..."

"Look!"

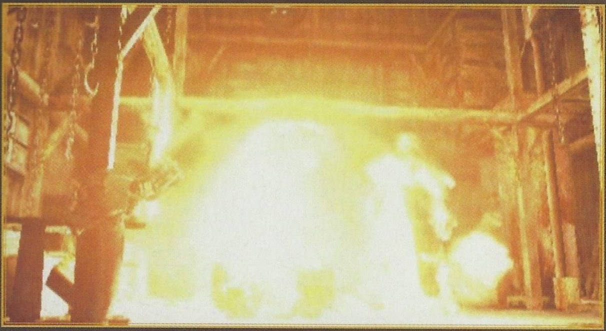
Ashley cut Luis off before he could say anything more. Torchlight was flickering in through the windows. The villagers had surrounded the hut, preparing to make their move.

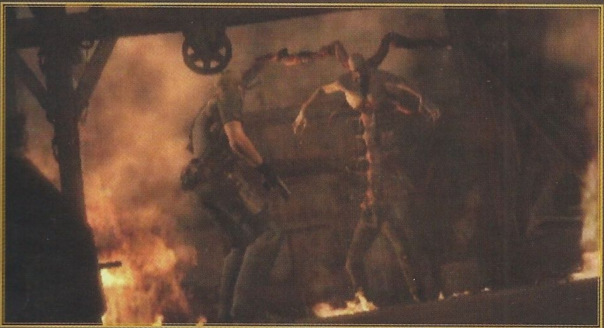
"Ashley, upstairs!"

Luis stood next to Leon as they got ready for the villagers' entry. He had an old army pistol in his hand.

"Okay... it's game time."

The villagers pounded on the door and poured in through the windows. Leon heard ladders being raised to the upper floor. They were coming in in waves from any point they could, but the two men held their own, with Luis proving himself quite capable in a fight.





The bell rang-- No, was it just thunder? The footsteps from above began moving back to the windows, and the torch flame receded into the distance. As Leon lowered his gun, Luis turned toward him.

"What do we do now?"

"The bridge I crossed to get here is out, so I guess we have no choice but to keep moving."

Luis met Leon's eyes, then abruptly turned toward the door and started walking. He called back carelessly over his shoulder.

"I forgot something. You guys go on ahead."

Leon moved to follow him out the door, but Luis was out of sight. The night fog was creeping in all around them.

4

Leon and Ashley kept moving toward the extraction point, when they stumbled upon a suspicious-looking building. Leon told Ashley to wait outside, then opened the iron door and went in. Inside, it looked like a slaughterhouse. The place seemed abandoned. Farm tools, straw, wood, and metal canisters lay strewn about everywhere.

Leon felt something creeping up on him from behind. He turned around just in time for a large hand to clamp over his throat. The owner of the hand was the large man in the trenchcoat, Bitores Mendez.

Mendez threw Leon through the air and into one of the support beams. He then approached Leon, right hand raised. Leon dodged the blow and kicked over one of the metal drums. Gasoline flooded out of it onto the floor, pooling around Mendez's feet.

"Hasta luego."

Leon fired into the fuel, sparking a wreath of flame at Mendez's feet. The blaze burned higher, engulfing his coat. The drum canister exploded with a deafening roar.

At the center of the inferno, Mendez's body underwent a bizarre transformation. His tattered torso began to rise, supported on an elongated spinal column. Two scorpion tail-like protrusions burst from his back. It's as if there had been something inside him that was only now showing its true form.

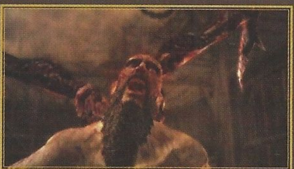
Leon took his distance from Mendez and fired a series of shots at the monster's spinal column. The spine snapped under the force of the assault, leaving Mendez toppled on the burning floor in in two broken pieces.

It was not over yet, though. A black shadow leaped from the flames—Mendez's upper half. Using the protrusions on its back, it dangled from the rafters, looking down at Leon with lifeless eyes. Truly, it was tenacious. Mendez flew down at Leon, thrusting out with one of its scorpion tails. Leon winced in pain as the tip grazed his side, but he rolled along the ground and unloaded his payload into him.

With a final roar of agony, Mendez at last stopped moving for good. Looking down on his inhuman visage, Leon recalled the words he had spoken.

"You carry the same blood as us."

Those words seemed to linger in back of his mind.



CHAPTER 3: THE LITTLE DEMON, RAMON SALAZAR

1

Their pursuers were relentless, and the heat of the torches grew stronger at their backs. Leon and Ashley barely managed to escape and take shelter in the grounds of a nearby castle. As they made their way toward the main structure, suddenly, they heard a voice behind them.

"Leon!"

It was Luis.

"I've got something for you guys."

He rooted furtively around in his pockets, then swore aloud.

"Shit! I must have dropped it when I was running away from them."

"Dropped what?"

"A drug that'll stop your convulsions."

It was clear Luis knew a lot about what was infesting the villagers.

"Look, I know you are carriers. You've been coughing up blood, right?"

Luis was completely direct now, with none of his earlier kidding. Leon murmured in the affirmative, and Luis asked Ashley the same question.

"Yes."

"The eggs have hatched. We don't have much time."

His words called to mind what Saddler had said in the church—about "planting them" with a "gift."

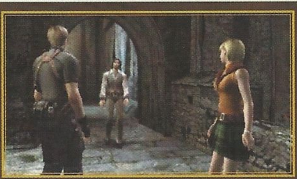
"What are you talking about?"

"I have to go back and get it."

"Why are you--"

Luis brushed off the question.

"It makes me feel better. Let's just leave it at that."



2

As they entered the castle's main hall, they were greeted by a piercing laugh. A figure was looking down on them from the second floor terrace: a small man, dressed up like a renaissance noble. He was flanked by two hooded men who seemed to be acting as his bodyguards.

"Who are you?"

"Me llamo Ramon Salazar, the eighth castellan of this magnificent arcitecture. I have been honored with the prodigious power from the great Lord Saddler."

On a closer look, Leon realized that Salazar's face was covered in wrinkles. He was like an old man in the body of a child—a fitting master for the creepy old castle.

"I've been expecting you, my brethrens."

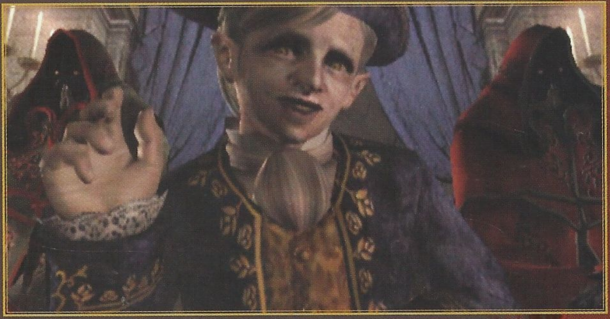
"No thanks, 'bro.'"

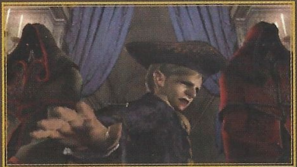
Salazar's words unsettled Leon. They seemed to imply that the parasite inside him was a link to the creepy little man.

"My my, we've got a feisty one."

He clearly enjoyed provoking them.

"If you care for your own well-being, I suggest you surrender yourself and simply...become our hostage. Or, Mr. Scott, you can give us the girl because you're not worth a penny, I'm afraid. You can die."





Salazar let out a cackle, then disappeared with his hooded escorts. Leon watched him go, seething. Ashley spoke up.

"I am never turning into one of them! Never!"

Her eyes welled up with tears, and Leon suddenly felt ashamed of the expectations he had placed on her. No matter how tough she acted, she was still just a girl, battling with a nameless, invisible horror inside of her. Under the circumstances, she had been extraordinarily brave.

"Got that right. We'll find a cure."

His response was gently reassuring.

3

The castle was a maze full of armed cultists. Leon and Ashley progressed slowly through its rooms and passageways, but had no way of knowing whether their path would take them to safety.

On their way down one long hallway, Ashley suddenly began coughing. She put a hand over her mouth, and blood leaked out between her fingers.

"You alright?"

Leon put a hand on Ashley's shoulder, but she shook him off. The fear that was eating at her had finally become too much to bear.

"I'm fine! Leave me alone!"

Ashley began to run off down the hall. Suddenly, a row of spears shot up from the floor between her and Leon, separating them with their metal bars.

Row after row of spears burst upwards, forcing Ashley down the corridor. As she backed up against the wall, metal restraints lashed out of it, pinning her before it pivoted her around to the other side. Leon could hear her screams from beyond the wall. He shouted,

"Don't worry, Ashley! I'm coming for you!"

His transmitter vibrated. Leon quickly answered it.

He was met by a shrill cackle.

"Salazar! How did you..."

"We've jacked the line. We didn't want you telling everyone any unnecessary information."

"Where's Ashley!?"

"Aw...So she fell into one of our wonderful traps. We'll make sure we find her. Don't you worry about her."

Leon knew that his first priority was saving Ashley. He would deal with Salazar later.

4

Leon made his way to where Ashley was waiting for him, navigating both the castle's intricate network of traps and sporadic attacks from the cultists. On his way, he discovered some very interesting memos documenting the researchers' experiments with the parasites.

The Los Illuminados cult called the parasites "Las Plagas" and those implanted with them, "Los Ganados." It seemed the cultists had begun researching the Plagas after exhuming their fossilized remains from beneath the castle. Leon couldn't help but notice that many of the memos bore Luis's name.

He was searching a guest house on the west side of the castle, when he suddenly felt a gun at his back.

“Put your hands where I can see them.”

It was a woman’s voice.

“Sorry, but following a lady’s lead just isn’t my style.”

“Put them up. Now.”

She would have to be a formidable opponent to sneak up on him unaware—but if she really wanted to kill him, she would have done it already.

Leon turned around, putting his opponent in an arm-lock as he grabbed at the gun. The woman didn’t miss a beat, lowering her body to break out of the hold and kick the gun away, then somersaulted forward to catch the weapon on its downward arc. But just as she caught it and turned it on him, she felt a sharp line of cold steel at her neck. It was Leon’s knife.

“Bit of advice, try using knives next time. Works better for close encounters.”

Before him stood a raven-haired beauty in a red dress – a familiar one, at that.

“Leon. Long time, no see.”

“Ada...”

Ada Wong, mystery woman. They had fought together six years ago during the T-Virus outbreak in Raccoon City. She had thrown herself in front of an attack meant for Leon. He thought she had died for him that day...

But then, back when he started doing missions for the U.S. government, he began hearing rumors about a woman matching Ada’s description. He had no doubt that the woman standing before him was Ada herself.

“So it is true.”

“True? About what?”

“You, working with Wesker.”

“I see you’ve been doing your homework.”

Albert Wesker had once been commander of Raccoon City’s elite S.T.A.R.S. division, but had sold out his own men to realize his ambitions. An infamous shadow man, his name had come up time and again in connection with certain international incidents, usually T-Virus outbreaks.

Leon’s knowledge of Wesker came not only from government reports, but from the testimonies of some of his closest friends. It was hard to believe that the Ada who had saved his life could be working with such a man.

“Why, Ada?”

“What’s it to you?”

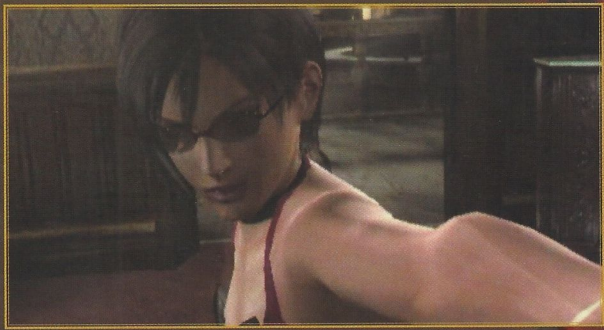
Ada dropped her sunglasses. She avoided his gaze, and stared off into space.

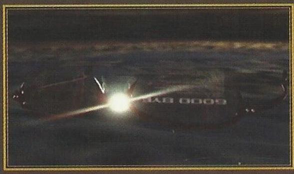
“Why are you here? Why’d you show up like this?”

Just then, her sunglasses exploded with a flash, forcing Leon to cover his eyes. She took the opportunity to snatch her gun from the floor. When Leon turned back to her, she was already halfway to the window.

“See you around.”

With that, she vanished.





5

Leon found himself in a large chamber near the center of the castle. He was sure he was nearing the other side of the wall where Ashley had disappeared.

"Leon!"

He turned around to see Luis Sera standing there. Luis raised his arms with a triumphant smile. In his left hand he was gripping a sample case.

The sound of ripping flesh rang through the room, and the sample case fell from Luis' hand. A blade the size of his head was protruding from his chest, mounted on a long tentacle. Blood spurted from the wound as the tentacle lifted Luis' body higher.

"Luis!"

The tentacle shook Luis' body off, deposited him unceremoniously on the floor, then withdrew. Saddler was standing behind them, the tentacle retracting back under his robe.

Saddler picked the sample case up off the floor, and spoke in satisfaction.

"Now that I have the sample, you serve me no purpose."

"Saddler!"

"My boy Salazar will make sure you follow the same fate."

Saddler sneered at Leon, then left the chamber. Leon ran up to Luis, who was now lying in a pool of his own blood. Leon spoke to him.

"Stay with me, Luis."

Luis coughed, squeezing out the words.

"I am a researcher...hired by Saddler."

That explained why he knew so much about the Plagas.

"He found out what I was up to."

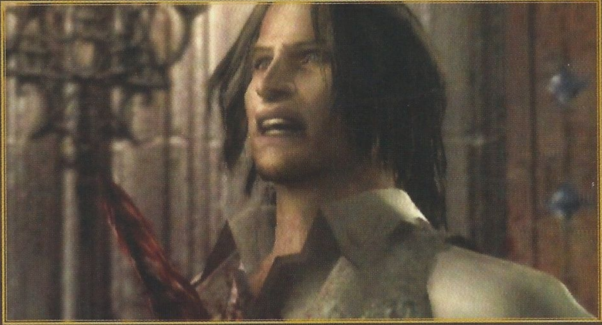
"Don't talk."

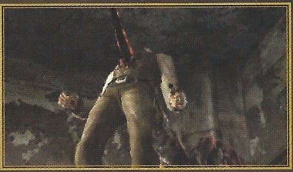
Leon pressed a hand onto the wound to stop the blood, but Luis forced it aside. He held up a small bottle of pills.

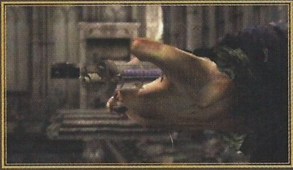
"Here. It should suppress growth of the parasite."

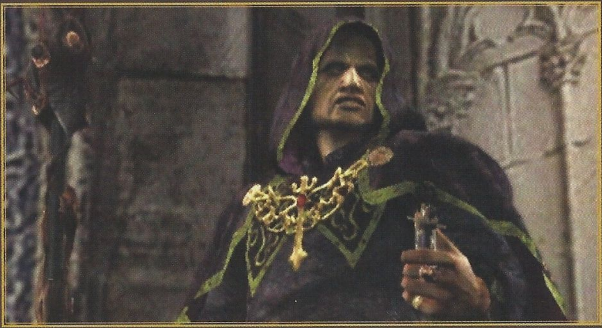
Luis' pupils dilated. The light was fading from his eyes. With his dying breath, he whispered his last wish to Leon.

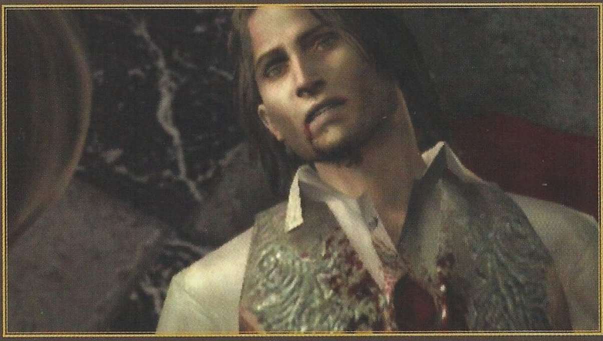
"The sample...Saddler took it. You have to get it back."











6

Leon managed to free Ashley, but as they continued through the castle, a humanoid insect snatched her away. Leon left the castle in pursuit, and caught sight of a tall tower in the distance. Through his binoculars, he could see Ashley being coerced into the tower, led there by Salazar.

When Leon arrived at the top of the tower, he found Salazar standing in front of an altar. His black-hooded bodyguard was with him, and his eyes were focused on something above and beyond the altar. On realizing that Leon had come in search of Ashley, Salazar turned to him, smiling like a boy who had just played a devilish prank.

"Ah, you just missed her. The ritual is over. She left with my men to an island."

A huge flower adorned the wall beyond the altar. But it wasn't a mere decoration—it was actually growing out of the wall! Feelers undulating in the air around its base.

"I think it's time I paid my due respects towards your impressive and stubborn will."

The feelers wrapped around Salazar and his bodyguard, and drew them both into the central petal mass. The petals closed around them and pulsed in an unsettling matter. Suddenly, a huge tentacle burst out from the open bloom. At the end of it was a grotesque face, which looked down at Leon with its unnaturally swollen left eye. Back at the base of the tentacles, Salazar had fused with the flower, his torso protruding from the blossom itself.

"Monsters..."

The room shook violently, and another two tentacles broke through the walls of the tower. It was almost as if it was a parasite infesting the tower itself.

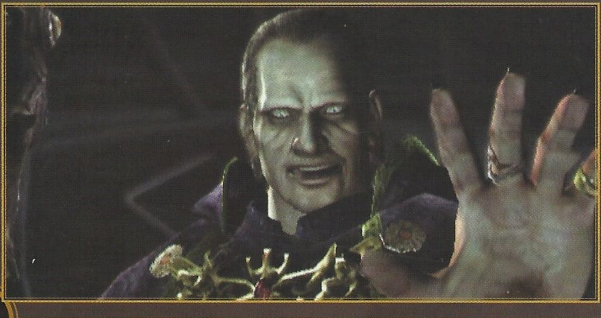
"Guess after this there'll be one less to worry about."

Leon slipped through the tentacles, switching between attack and defense. He aimed his gun at Salazar's head and pulled the trigger.

The bullet pierced Salazar's forehead, causing his body to slump like a puppet with its strings cut. The tentacles extending from the main body of the monster and growing out of the wall instantly shriveled and fell.

Perhaps this was what Salazar wanted: to become a martyr for his faith. Leon spared that last thought for him, then stood up and walked away.

CHAPTER 4: SHOWDOWN WITH AN OLD FRIEND



1

The vague silhouette of an island could be made out through the night ocean fog; it became clearer as they drew closer. Dawn would break soon. Leon sat in the motorboat's passenger seat, surveying the industrial buildings that lined its cliffs.

The driver of the boat was Ada Wong. She had been there when Leon arrived at the castle dockyard after defeating Salazar. It was almost as if she had been waiting for him. He didn't ask if she was there to help him or for some other purpose. He just gazed at her profile in thoughtful silence.

"Got some business to take care of."

Ada noticed that Leon was looking at her and gave the steering wheel a quick turn, slamming the boat into the base of the cliff. She pulled her grapple gun from her thigh holster and shot a wire at the cliff head, mounting the distance in an instant.

"See you later."

Ada's form vanished into the fog. Leon grabbed the wheel in panic, then righted the crawling boat.

"Women."

Leon landed on the island, and realized that it was a mining camp. As he followed the winding paths inside, the workers came to attack him, with axes, crossbows and dynamite. There was no question that they were infested by parasites. Some had fully-grown Plagas inside and kept going, even after they lost their heads.

Leon discovered a control room inside the main structure, and used the security cameras to pinpoint the store room where Ashley was being held. Rushing forward in determination, he found a card key in what looked like a laboratory, and used it to enter her makeshift cell.

"Leon!"

Ashley was huddled up in the corner. When she saw Leon, she smiled and stood immediately.

"You okay?"

Ashley seemed calm. She nodded to him quietly. It seemed they still had some time.

"Come on, let's get out of here."

2

The three-legged race resumed. The team fought in mining carts, dove into trash compactors, and pulled through a number of tight situations. Ashley followed Leon's instructions, showing all the decisiveness one would expect from the President's daughter. Despite occasional complaints, she understood that he knew what was best for her.

Waiting for them in the underground escape passage was Osmund Saddler. He seemed pleased as he looked them over.

"I can feel them, growing ever-so-strongly inside you."

Leon felt his rage overflow at being reminded of the Plaga inside him. As Saddler raised his hand, a crippling pain ran through his chest, and he fell writhing to the floor.

"Perhaps you can resist, but you cannot disobey."

Saddler turned his hand to Ashley.

"Now, come to me, Ashley."

Ashley's expression went blank as she looked at Saddler, and her eyes took on the same red glow as the villagers'. She began to walk forward, as if pulled by an invisible string.

By the time Leon's pain died down, the two were already gone. He picked himself up on trembling legs, and realized he couldn't deny his situation any longer.

RESIDENT EVIL™ IV

"It's already begun..."

As Leon ran once more in pursuit of Ashley, he eventually reached an expansive underground complex. It looked less like a mining institution, and more like a large-scale research laboratory.

He sensed someone behind him and turned...but no one was there. Then, sensing an attack from above, he rolled backwards. He looked up just in time to see a man plunging a knife into the floor where he had just been. The man turned, and slowly raised his eyes to him.

"Been a long time, comrade."

Leon knew the man.

"Krauser..."

Jack Krauser. He and Leon had once fought together as fellow soldiers. But soon afterward, Krauser had...

"I died in a crash two years ago. Is that what they told you?"

Krauser took his distance. He began to circle Leon, like a predator sizing up his prey.

"You're the one who kidnapped Ashley."

Krauser answered Leon's question indifferently.

"You catch on quick. That's expected. After all, you and I both know where we come from."

Suddenly, Krauser swung his knife. Leon dodged by a hair, then thrust his own at Krauser's throat. Krauser bent backwards to dodge, then stepped back to appraise his enemy again.

This man was a professional knife-fighter, trained by the US Army. Leon knew he wouldn't be an easy opponent.

"What do you want?"

"The sample Saddler developed, that's all."

"Leave Ashley out of this!"

"Oh, I needed her to buy Saddler's trust in me. Like you, I'm American."

The exchange of swipes continued. They two ended up grappling, but Krauser broke the hold, whipped around, and kicked Leon in the back. Leon fell, his knife clattering across the floor. Krauser walked up to the fallen Leon and whispered to him.

"All for Umbrella's sake."

"Umbrella?"

"Enough talk. Die, comrade!"

Krauser leaped through the air and brought the knife down on Leon. Leon caught it with both hands, but with Krauser's weight behind it, the tip of the knife was still inching towards his throat.

There was a gunshot, and Krauser's knife went flying. Leon kicked him in the stomach and got to his feet. Krauser looked at where the shot had come from, and spoke, his voice dripping with sarcasm.

"Well, if it isn't the bitch in the red dress."

Ada held the gun on him. Krauser looked back at her in silence, then turned a glare to Leon.

"You may be able to prolong your life, but it's not like you can escape your inevitable death, is it."

As Krauser disappeared, Ada walked up to Leon, inquiring.

"You knew each other?"

...and Krauser seemed to know Ada. Leon pressed her for answers.

"Maybe it's about time you told me the reason why you're here?"

"Maybe some other time."

With that blunt response, Ada left the room.

3

In an artificial tunnel through the ground, Leon found a memo that Krauser had written to his allies. It explained that the reason he had insinuated himself into the Los Illuminados cult was to obtain a sample of the Plaga. Krauser had been working with Ada under Wesker's orders, so somewhere along the line, things must have gone awry between them.

He came out of the tunnel and into the ruins of an ancient city – he wondered if its inhabitants had once dealt with those abominable parasites, too.

"So, you two are all hooked up now, is that it?"

It was Krauser. He was looking down at Leon from a rampart.

"Where's Ashley?"

"Do you really want to know? She's beyond that gate."

Krauser indicated a stone doorway near the back of the ruins. He told Leon that he would need three insignias to open the door. Two insignias were hidden in the ruins.

"And let me guess...you got the last one."

Leon had guessed right: Krauser was here to settle things between them, once and for all. He had been given the order to dispose of Leon, and with his skill, he could have easily dispatched him from a distance. But Krauser didn't want that. He wanted to fight Leon man to man, and he would—whether Leon liked it or not. It was the only way to know who was truly the greater soldier.

Krauser readied his sub-machine gun. Leon dodged the hail of fire as he ran off to recover the two insignias, then called up to him.

"What do you intend to do, restoring Umbrella?"

"To bring order and balance to this insane world of ours."

Was he being serious? Surely the true insanity was using viruses and parasites to control humans! Leon spoke.

"A psycho like you can't bring order or balance."

"You don't seriously think a conservative mind can chart a new course for the world, do you?"

Krauser threw his gun away and raised his left hand to the heavens. It swelled, his fingers merging into a talon as a row of blades burst out of his arm. It was clear he had already taken a Plaga inside of him.

"Witness the power!"

Krauser's eyes glowed with a red light.

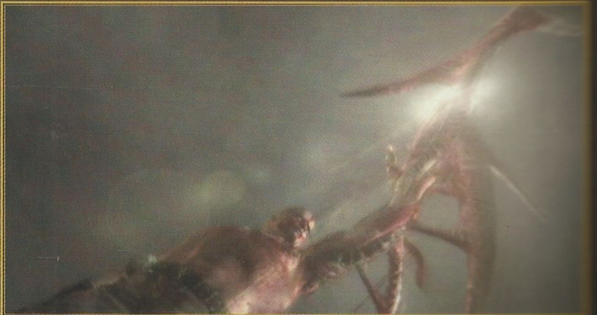
"Prepare for your death, Leon."

Krauser covered the distance to Leon in an instant, thrusting forward with his new blade arm. Leon barely managed to dodge his strikes and fired off a counterattack, but Krauser flipped back, dodging the bullets. This was the power his mutated body had given him.

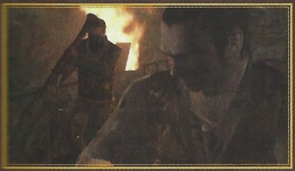
Their showdown to the death continued.

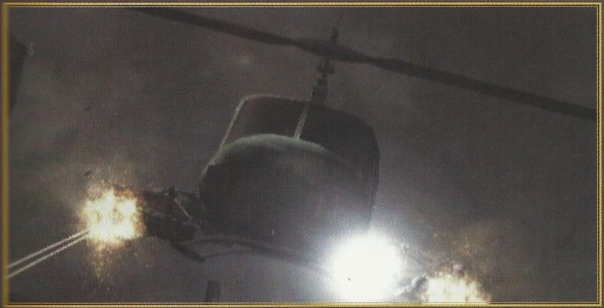
Krauser turned his blade into a shield to deflect Leon's bullets, then slowly walked forward. He tripped Leon and sent him falling to the ground, then tried to skewer him with his blade. Leon evaded quickly, and sliced at his opponent's leg with his knife. As Krauser fell to his knees, Leon pointed his gun at his head. He pulled the trigger without a moment's hesitation.

Krauser stood for a moment, uttering a groan...then fell to the ground, motionless. A pool of blood spread around him as his left arm withered silently.



CHAPTER 5: THE LAST OF SADDLER





1

Leon left the ruins and made his way to the mining complex, where a large crowd of Ganados were waiting. The structure was fortified with barricades and search lights, its defenders armed with rocket launchers, crossbows, and even gatling guns. Approaching the makeshift fortress would not be easy.

Just then, Leon heard a helicopter's rotors in the sky above. It was the United States helicopter he'd been waiting for.

"Man, it's about time."

"Sorry, bad traffic. I'll cover you."

The pilot turned its vulcans on the fuel supply tank on the side of the fortress. It exploded and wreathed the Ganado outpost in flames.

"Now that's what I call backup!"

Leon spoke over the radio, openly glad for the support. The pilot responded cheerfully.

"The name's Mike. You lookin' for firepower, you come to the right place."

When the gatling guns held Leon back, Mike used his vulcans and rockets to blow up their turrets. Mike allowed him to slip past the barricades, towards the staircase at the back.

He had just come out to the opening at the top of the cliff, when a group of armed Ganados appeared. They surrounded Leon.

"Take cover!"

Leon reacted immediately to Mike's directive. He dove behind a pillar as the helicopter's vulcans laid down suppressive fire. The Ganados spread in panic beneath the rain of bullets; none escaped alive. Leon raised his eyes to the hovering helicopter, and expressed his thanks in a warm voice.

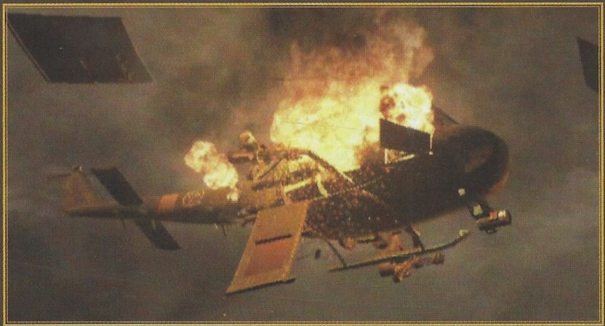
"Thanks. When we get out of here, drinks are on me."

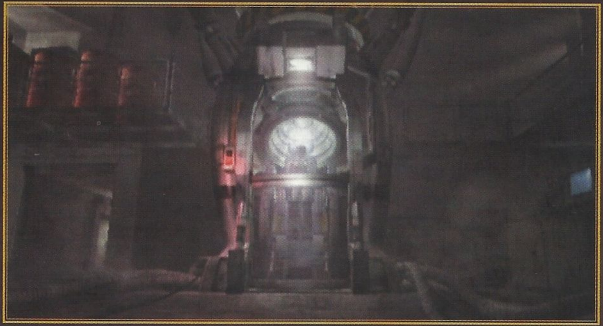
Suddenly, there was a bright flash of light, and the helicopter exploded. Smoke billowed from the wrecked machine as it plunged off the cliff.

"Mike!"

Leon turned to see a Ganado carrying a rocket launcher standing on top of a turret some distance away. Saddler was beside him.

"I'll make sure you're the next to go, Saddler."





2

Leon infiltrated the island's underground structure, and eventually found Ashley. She was locked inside a large capsule chamber. Leon tried to run up to her, but Saddler's voice stopped him.

"You'll soon harbor an awesome power. Yet it seems you would rather choose death."

"I'm taking Ashley back, whether you like it or not."

"Ah, the audacity of youth."

Saddler slid across the ground to close the distance, and struck Leon's chest with the heel of his right hand. Leon was powerless to dodge, and slammed into the capsule behind him. He coughed as the pain ran through his chest. Saddler drew close, a laugh rising in his throat. His left hand was extended towards Leon, just as it was when he had kidnapped Ashley.

Piercing gunshots ran out. Saddler stopped and turned around, his eyes falling on a woman in a red dress. It was Ada, laying down fire with a sub-machine gun.

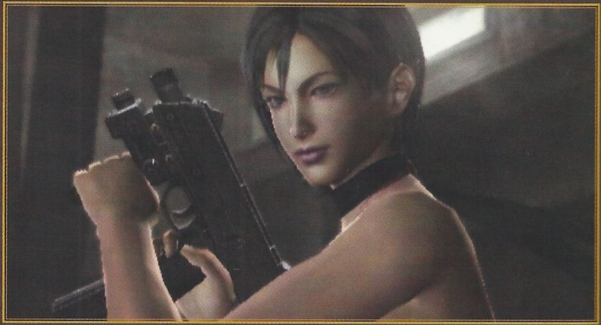
"Leon, now!"

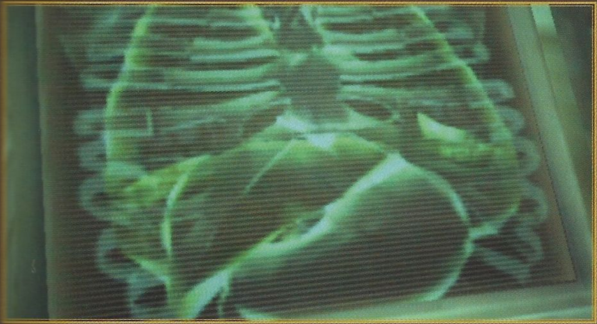
With Ada holding down Saddler, Leon was able to release Ashley from the capsule.

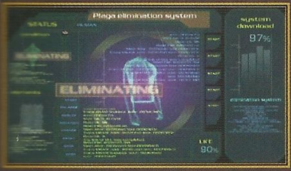
Just then, Saddler let out a low groan, accompanied by the sound of creaking flesh and bone. Just as with Mendez and Krauser, it was clear that Saddler also had a Plaga inside of him.

"Move!"

On Ada's urging, Leon took Ashley for the exit. Behind him, he heard the rapid fire of the machine gun, followed by some kind of explosion. It took everything he had not to look back. He hurried forward with Ashley in tow.







3

On their way out, Leon discovered some data concerning the Plagas. It seemed that a special kind of radiation could be used to purge a Plaga from the body, as long as it wasn't yet fully grown. However, if the Plaga was already matured, destroying the Plaga could also kill the host.

The memo was signed by Luis Sera. Even in death, he had provided the answer to their prayers.

That Leon and Ashley found the operating room was almost as if Luis had planned it. The room seemed long abandoned, but the equipment was still working. Leon turned it on and examined the control panel, then lay down on the operation table. Ashley asked if it would still work.

"There's only one way to find out. You operate."

An x-ray image appeared on the control panel, showing the Plaga inside Leon's chest.

"You sure you want to do this?"

"Yeah."

Ashley began to operate. Leon groaned as the radiation targeted the Plaga inside his body. It was as if all the pain sensors in his body were firing at once. After a while, the machine stopped, and the x-ray showed the complete evaporation of the Plaga.

It was Ashley's turn, now. She had been infested with a Plaga long before Leon, and as he began the treatment, Leon prayed that the pills Luis had given him had done their job.

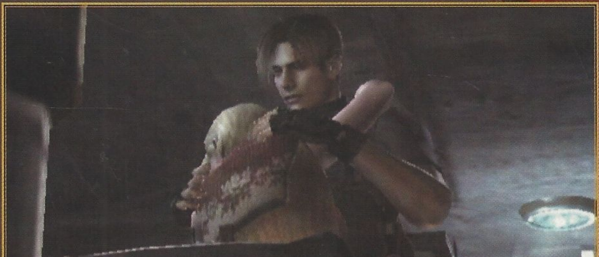
Ashley screamed in agony as the Plaga inside her body began to writhe, but Leon could only watch helplessly. At last, the radiation stopped, and the screen reported that the purging was complete. Still, Ashley didn't move.

"You okay?"

Ashley slowly opened her eyes, and hugged Leon. Freed from the immense burden that had been forced upon her, her long-repressed emotions overflowed.

Leon put a hand on her shoulder, and spoke.

"I don't know about you, but I think it's time we go home."



4

Leon made it outside with Ashley, and checked the surroundings. Close by was a giant steel tower. Leon was sure they were being watched, so he ordered Ashley to stay where she was, then rode the lift up the metal structure.

At the top, he found Ada bound, hanging at the end of a rope. She had allowed Leon and Ashley to escape, only to get captured herself. Before her stood Osmund Saddler. He raised is hand to activate the parasite inside Leon, and stepped toward him, slowly.

"Better try a new trick, because that one's getting old."

Leon threw his knife, and cut through the rope binding Ada. Saddler let out a laugh.

"What's so funny?"

"Oh, I think you know. The... 'American prevailing' is a cliche that only happens in your Hollywood movies. Oh, Mr. Kennedy, you entertain me. To show my appreciation, I will help you awaken from your world of cliches."

Slowly, he opened his mouth to reveal a giant, staring eye. As the eye turned to Leon, Saddler's body began to shake and transform.

A talon pierced through his neck from the inside, and from there, the parasite burst outwards, forcing off his head. Four insectoid legs broke out of his neck, followed by a tentacle. Saddler had become a monstrous arthropod.

The monster's tentacle slammed Leon to the ground, then tried to slice him open with its sharpened tip. Its body was like a living weapon, and its onslaught seemed unstoppable. Leon went on the defensive, looking for a weak point. As he desperately avoided the attacks, he realized that there were eyeballs set at all the monster's joints.

The monster let out a scream of pain as Leon shot out the eyeballs on each of its legs. But no matter how many times the monster stumbled, it always rose again, forcing Leon into a corner. This inexhaustible unwillingness to die...was this the 'power' of which Saddler spoke?

"Use this!"

At Ada's cry, something fell down at Leon's side: a rocket launcher. He picked it up and aimed at the approaching monster. The warhead it released ran the creature through. There was a momentary flash, and then an explosion. Chunks of its body flying as the monster withered into a smoking mess.

Beside the monster's remains fell a familiar glass tube. That was the parasite "sample" that Luis had talked about.

"Sorry, Leon. Hand it over."

Leon turned to see Ada holding a gun on him. So, this was what she was after after all. He handed her the sample, and looked at her again.

"Ada, you do know what this is."

Ada gave him a smile in lieu of a response, then ran to the side of the tower. She jumped off and boarded a helicopter that was waiting for her there. She waved the hand holding the sample.

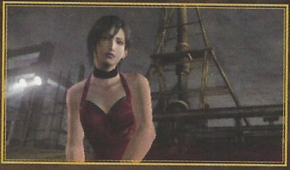
"Gotta go. If I were you, I'd get off this island, too."

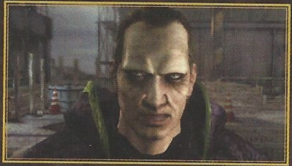
Ada took out a hand-held device, and pressed the switch. An alarm began to sound.

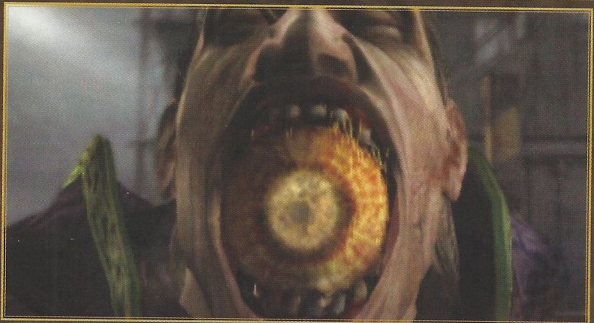
"She really pushed it!"

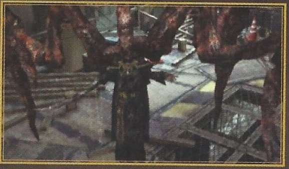
Explosive charges began to go off all around the island.

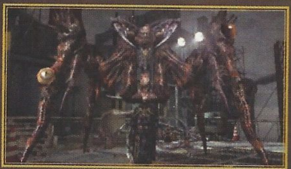
"Here, catch."

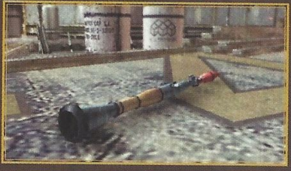


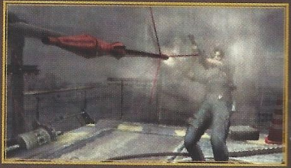


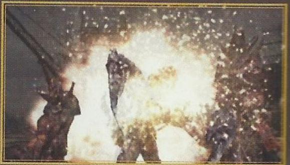


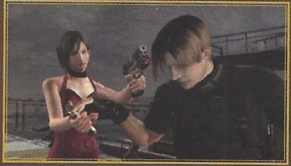


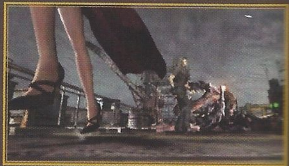


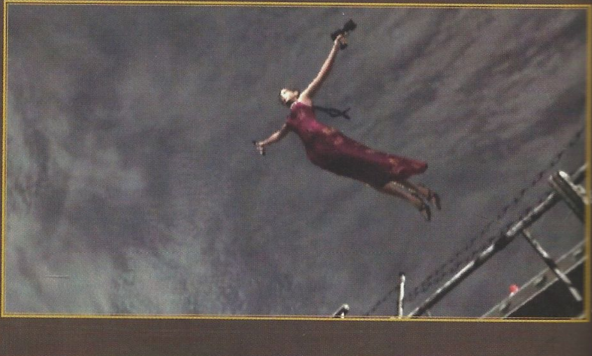








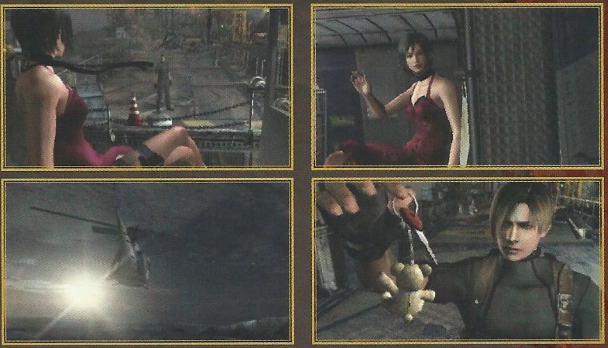




Ada threw something to Leon. Then, her helicopter took off for the horizon.

What Ada had left behind was a key to a jet ski. A small teddy bear dangled from the keyholder.

"Very cute."



EPILOGUE: A NEW DAWN

"We have to get off this island now, It's gonna blow any minute."

As he got down off the tower, Leon grabbed Ashley's hand. Without waiting for a response, he pulled her towards a drainage canal. A jet ski was parked there. He used the key he had gotten from Ada to start the engine. Ashley boarded behind him and, Leon rushed down the tunnel. He was sure it would lead them to the ocean.

There was a roaring sound around them as they made their escape, and massive explosions rocked the whole island.

"Waves! Behind us!"

Ashley looked back and raised her voice. A tidal wave was pressing down on them from the tunnel.

"I know! Just hold on!"

The light was coming into view. Leon set the jet ski to full throttle. Just before the wave hit them, they emerged out onto the open water. The wave crashed behind them, its spray creating a rainbow in the sky.

"Come on. Let's go home."

Leon spoke to Ashley over his shoulder.

"Sounds like a great idea. Mission accomplished! Right, Leon?"

"Not quite. I still have to get you home safe."

Leon hit up the throttle again, and sped them towards land.

"So, after you take me back to my place, how about we do some...overtime?"

Leon gave her a clipped response.

"Heh. Sorry."

Ashley didn't seem very discouraged at being shot down.

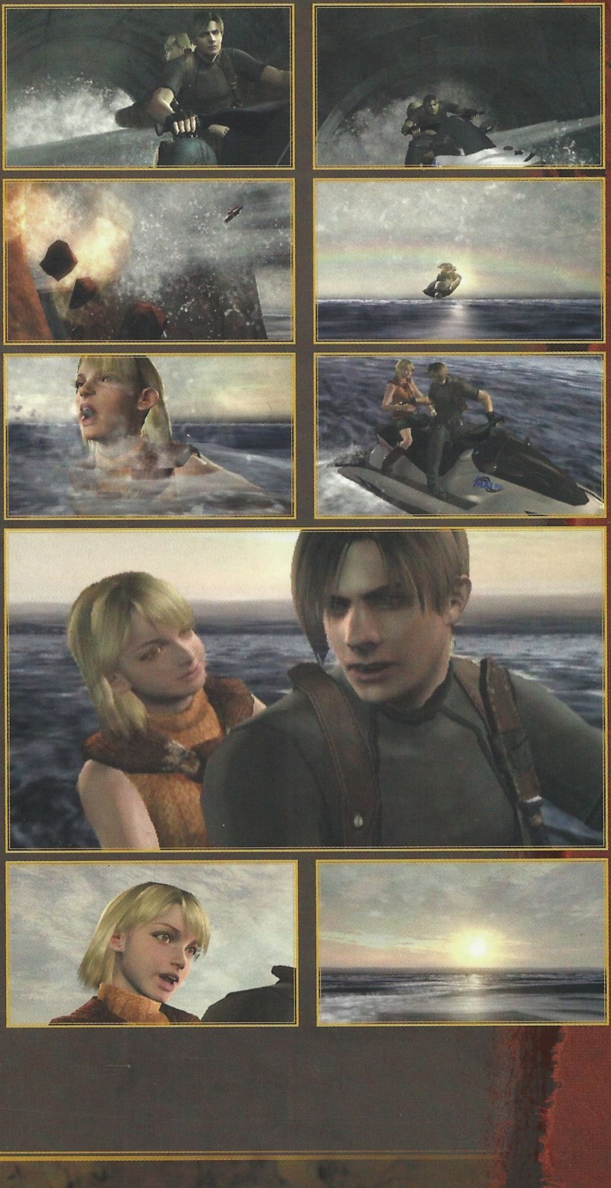
"So...who was that woman, anyway?"

She knew just where to strike. Leon was at a loss for how to answer her.

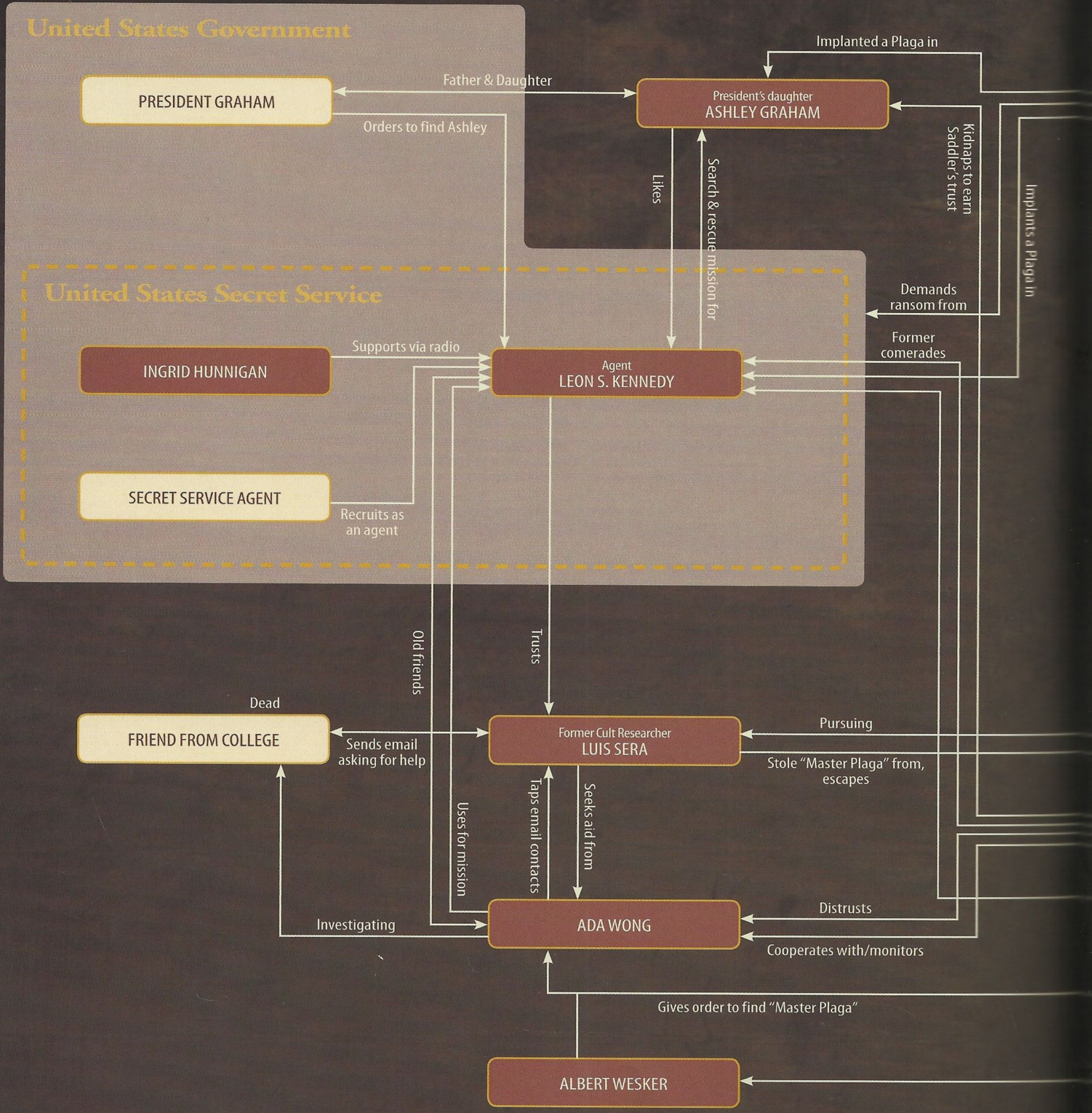
"Come on. Tell me."

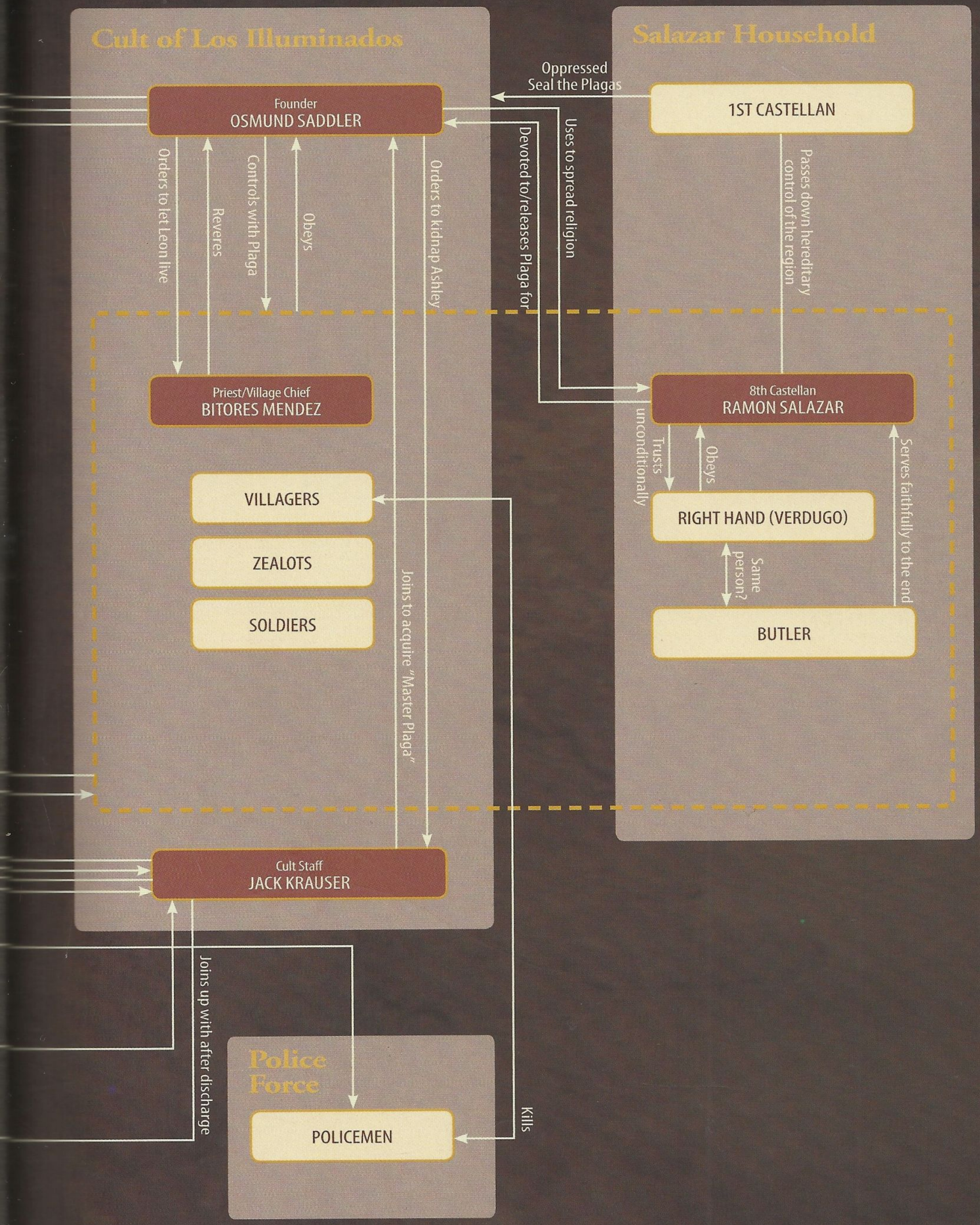
Ashley was like a girl teasing her older brother. Leon thought back to the affection in Ada's voice...when he murmured his response, it was as much to himself as to Ashley.

"She's like a part of me I can't let go. Let's leave it at that."

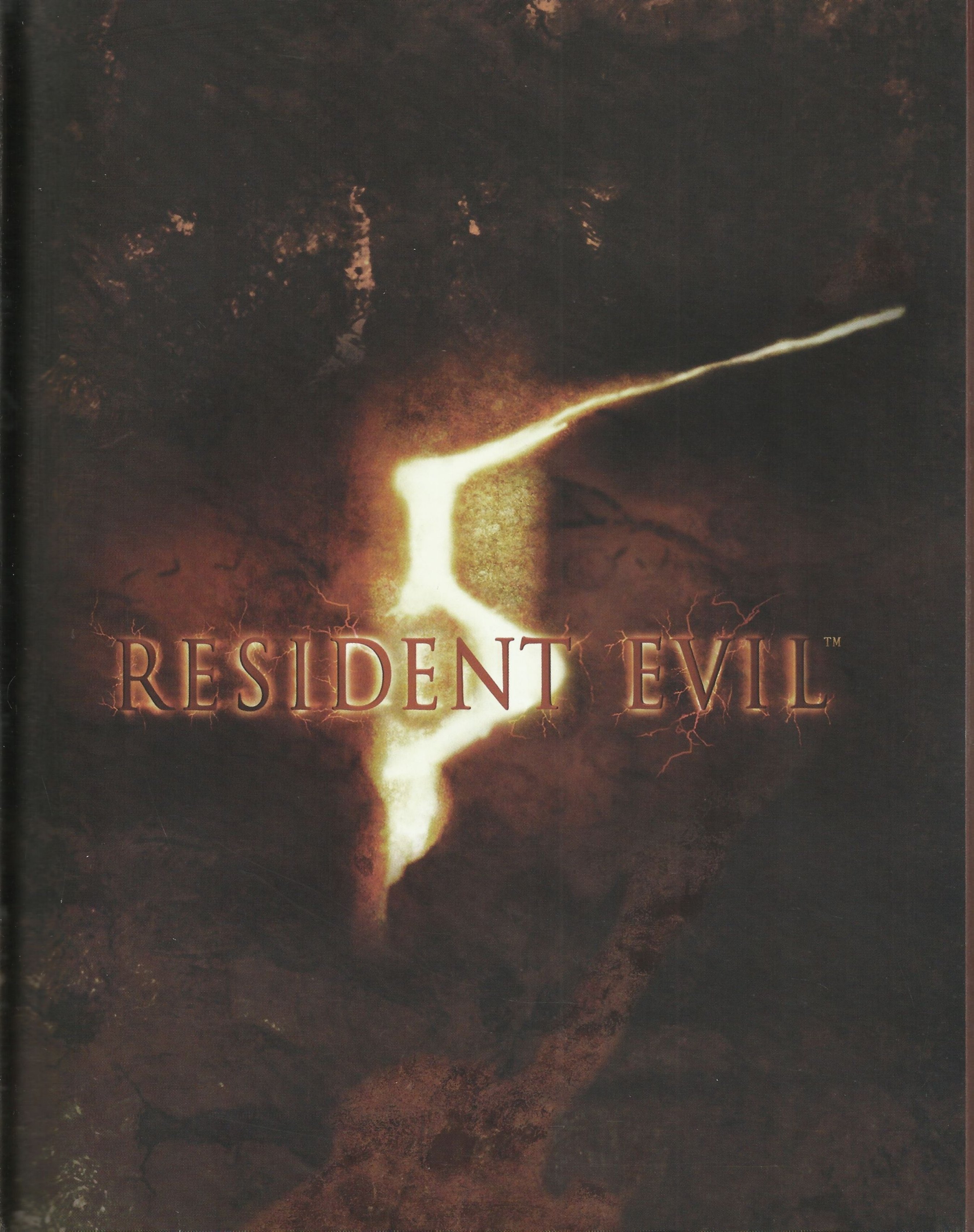


RELATIONSHIPS


United States Government
PRESIDENT GRAHAM
Father & Daughter
Orders to find Ashley
President's daughter
ASHLEY GRAHAM
Implanted a Plaga in
Kidnaps to earn Saddler's trust
Implants a Plaga in
Likes
Search & rescue mission for
United States Secret Service
INGRID HUNNIGAN
Supports via radio
Agent
LEON S. KENNEDY
Demands ransom from
Former comerades
SECRET SERVICE AGENT
Recruits as an agent
Old friends
Trusts
Dead
FRIEND FROM COLLEGE
Sends email asking for help
Former Cult Researcher
LUIS SERA
Pursuing
Stole "Master Plaga" from, escapes
Uses for mission
Taps email contacts
Seeks aid from
Investigating
ADA WONG
Distrusts
Cooperates with/monitors
Gives order to find "Master Plaga"
ALBERT WESKER


Cult of Los Illuminados
Founder
OSMUND SADDLER
Orders to let Leon live
Reveres
Controls with Plaga
Obeys
Orders to kidnap Ashley
Priest/Village Chief
BITORES MENDEZ
VILLAGERS
ZEALOTS
SOLDIERS
Joins to acquire "Master Plaga"
Cult Staff
JACK KRAUSER
Joins up with after discharge
Salazar Household
Oppressed
Seal the Plagas
1ST CASTELLAN
Uses to spread religion
Devoted to/releases Plaga for
Passes down hereditary control of the region
8th Castellan
RAMON SALAZAR
Trusts unconditionally
Obeys
Serves faithfully to the end
RIGHT HAND (VERDUGO)
Same person?
BUTLER
Police Force
POLICEMEN
Kills

STORY



RESIDENT EVIL™

CHRIS LANDS IN KIJUJU

Raccoon City was a small city in the American Midwest. Ten years ago, it was wiped off the map in an unprecedented incident of biohazard. The situation that caused it, later referred to as the "Mansion Incident," originated from the Arklay Research Institute founded by the pharmaceutical corporation Umbrella.

The company that was the source of the disaster, Umbrella, folded in the years following. However, the development process for the biological weapons cultivated there continued to leak out into the world across various underground channels, and were now being used in repeated incidents of bioterror.

The Global Pharmaceutical Consortium, fearing that they might receive the blame for Umbrella's crimes, formed in 2003 the anti-terrorism unit BSAA (Bioterrorism Security Assessment Alliance) to suppress bioterror in various regions throughout the world.

Chris Redfield was one of the few survivors of the aforementioned Mansion Incident, and a former member of the Raccoon City police department's special forces division, S.T.A.R.S. Along with fellow survivor Jill Valentine, he had begun an independent investigation of Umbrella following the incident. He later joined up with the BSAA upon its establishment and became one of its most elite members.

When the BSAA sent Alpha Team to Africa to apprehend B.O.W. (bio-organic weapon)-smuggler Ricardo Irving, Chris volunteered to accompany them. Everyone knew that his passion to eradicate bioterror and B.O.W.s forever was one that bordered on obsession.

He had another reason for going, however—a reason that only he knew.

Africa: Kijuju Autonomous Zone

The town of Kijuju was built upon the parched earth of the savannah. Though not a modern city by any means, it was large and held a dense and diverse population within its borders.

The sun was a merciless ball of flame in the sky as Chris got out of the car, threatening to scorch his shadow into the earth below.

"Welcome to Africa. My name is Sheva Alomar."

The sand blew by on the breeze as Chris caught his first glimpse of the liaison sent from the BSAA's West African branch. The African-born woman carried herself with an elegance and optimism that belied her highly-tuned combat skills.

"Partner..."

Chris murmured the words without thinking. He had lost so many allies—good men and women—over the course of his various missions. Recently, even his most-trusted partner, Jill Valentine, had been taken from him.

"Lately I've found myself wondering if it's all worth fighting for."

There was a fog hanging over Chris' heart. The heat drew it out through his pores and drenched his body in sweat.

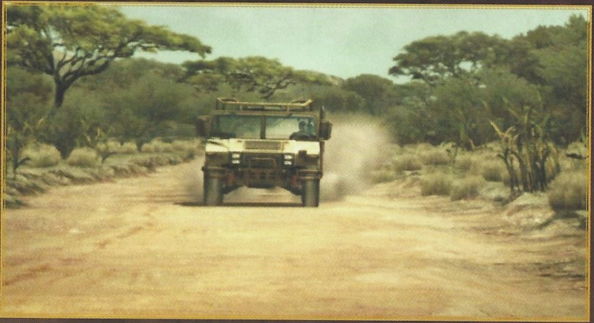
Chris and Sheva were there to meet up with Reynard Fisher, a BSAA secret agent who had infiltrated the town some time prior. They began walking, and it wasn't long before Sheva realized something strange: The villagers had all disappeared. It was almost as if they had planned it in advance.

A new feeling of foreboding hung in the air as they met up with Reynard, disguised as a butcher.

"What do you know about Uroboros?"

The Uroboros was an ancient Greek symbol that represented the ideal world. Chris had heard rumors about it being a "doomsday project," but had been unaware of any connection between it and their current mission.

Reynard warned them to "be careful out there," and left.



COMER PYAMY BUTCHER

MAJINI CLOSE ENCOUNTER

The new partners took up the weapons Reynard supplied them with, and started on their mission. Despite having just met, they were able to form a basic trust based on their mutual experience and desire to see the mission through.

A cry rang out.

Chris and Sheva hurried into a dilapidated stone structure. A group of men were holding another man to the ground. They were forcing something into his mouth: a black, wriggling thing.

The "culprits" ran off as Chris and Sheva approached, and the victim soon began writhing in pain. His eyes opened wide, and bloody tears ran down his cheeks. It would be their first encounter with a "Majini,"—a word that means "evil spirit" in the local tongue—but it would not be their last.

Without warning, the man attacked. Chris and Sheva had no choice but to open fire. The townspeople, as if drawn to the sound, quickly fell on them in a frenzied mass. Their eyes radiated a palpable malice, and in light of their clearly inhuman behavior, the partners' hesitation to fire on them soon faded.

The two fled into a building and surveyed the situation from the window. There was a platform that looked like a gallows; a man in sunglasses stood upon it, barking orders into a megaphone. Another man was led onto the gallows to stand beside him.

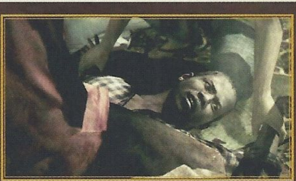
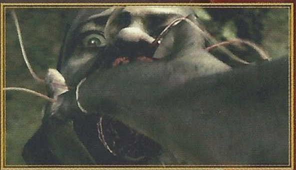
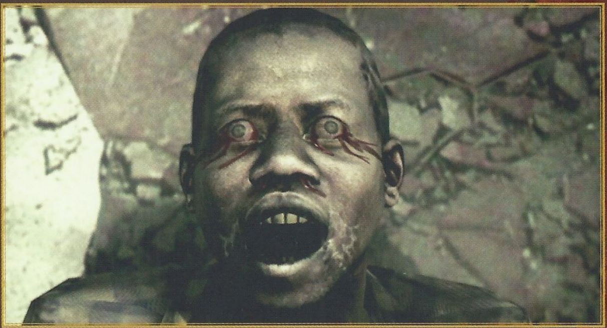
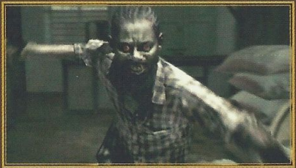
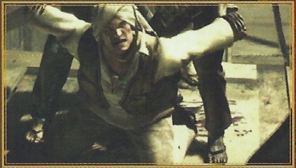
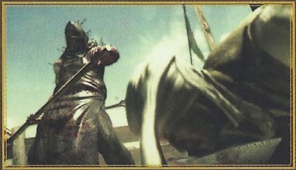
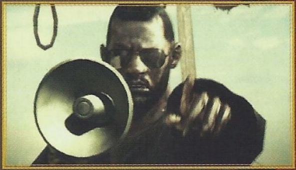
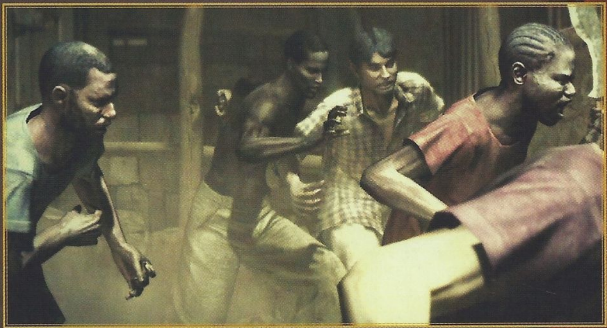
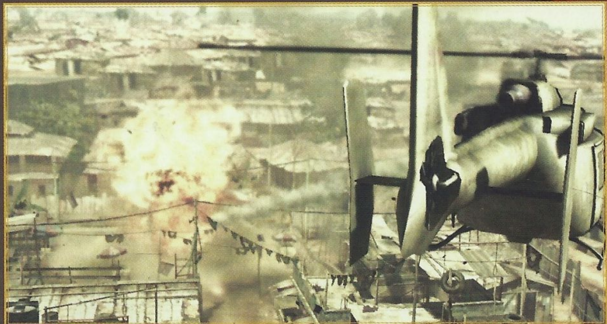
It was Reynard!

Perhaps his identity had been discovered. Sheva began to rise, but Chris stopped her: there was no way they could fight through a crowd that size. A hideous ogre of a man with metal spikes stuck all throughout his body strode forward. He raised his axe, and commenced Reynard's "execution."

The man in the sunglasses noticed Chris and Sheva, and began yelling into his megaphone once more. The crowd leaped into pursuit. Some came with weapons, while others transformed and attacked with monstrous protrusions.

It was clear they couldn't compete with such numbers. They put out a call for help, but the helicopter pilot, Kirk Mathison, said it would take some time to reach them. If they could only live that long!

They persevered through tense situations, but with only two of them there, even the seasoned veterans began to tire under the strain of the relentless attacks. Just then, they heard the sound of a helicopter's rotors in the sky above. Kirk's support helicopter descended. He then made a path for them by firing his rocket launchers at the sealed gate at the town entrance.

THE DESTRUCTION OF ALPHA TEAM

It was around the time when Alpha Team was said to be infiltrating the incinerator that marked the site of the B.O.W. tradeoff. Chris and Sheva raced to the location to meet them.

What they saw when they arrived, however, was not a black market deal going down—it was the corpses of the team members! The leader of the diverse group was veteran soldier Dan DeChant, and they were specifically equipped to deal with B.O.W.s. What kind of enemy could have taken them all out so easily!?

Dan was still breathing. He told them it had all been a trap set by Irving.

"You got to get it to HQ..."

With his dying breath, Dan passed a hard disk full of data about the hand-off to Chris.

The two were about to race back to HQ to fulfill Dan's dying wish, when they caught sign of a humongous shadow over their heads. The formless, squirming tentacles joined together in a single mass: an Uroboros.

Its amorphous form made it difficult to deal with—it was easy to imagine why Alpha Team had been helpless before it. Chris determined that they wouldn't be able to take it out with their own weapons, and used the incinerator to destroy it instead. They made it safely back to the warehouse, and forwarded the data to HQ.

"If only we could have gotten there sooner..."

Sheva reproached herself. Chris countered,

"If we had, we'd probably be dead too."

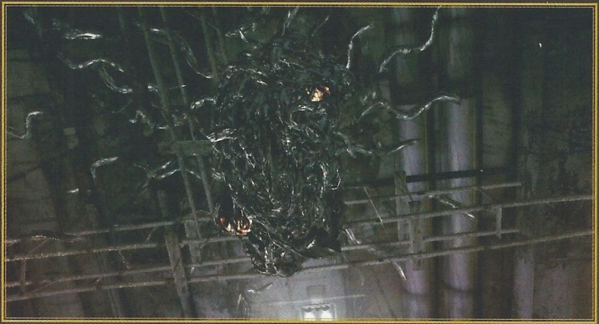
They radioed HQ to inform them of the strange circumstances and the destruction of Alpha Team. HQ reported that Irving had retreated deep into the mine. Their next directive sent a chill up Chris' spine.

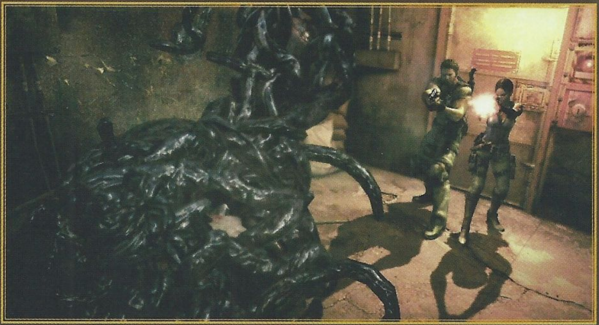
"The mission stands. Capturing Irving is your top priority."

"Wait, we're the only two left, you want us to go there alone!?"

"Delta Team have been dispatched and are on their way. They will assist you in locating and apprehending Irving."

Chris felt new disgust over the way his superiors used soldiers as pawns.





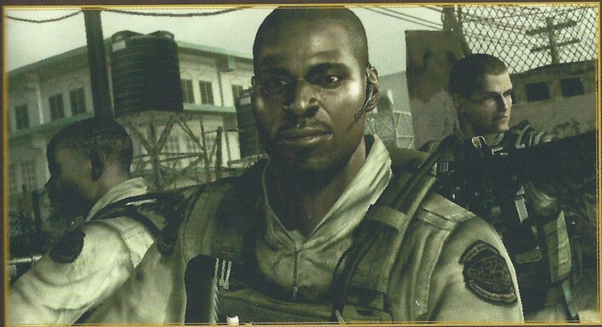
A MEET-UP WITH DELTA TEAM

Leaving their doubts behind, the two continued their mission left for the mine where Irving was headed. Chris realized that this incident had a lot in common with the Ganado incident described in the Kennedy Report, as written by Leon S. Kennedy.

Chris and Sheva arrived at a small port village, but there was no rest from the swarming Majini. Surrounded, they were once again saved by Kirk in his support helicopter. If they had to go out on a suicide mission, Chris was at least glad HQ was giving them support.

With the support from above, they were able to make it to the residential district. As he assisted them in their fight against the once-human villagers Kirk suddenly reported that he was under attack by the bat-like Kipepeo. The helicopter lost control, and spun out of sight.

The two rushed to the helicopter crash sight, worried for Kirk's safety. When they arrived, the helicopter was a pile of smoking remains, and Kirk was dead. A murder of crows lingered in the plaza, their presence adding an unsettling air to the stinging smell of gasoline and burnt machine parts.



Suddenly, the crash site roared with the sound of engines, and a swarm of Motorcycle Majini rushed forth. Chris and Sheva did their best, but their movements were less than coordinated. Just as the situation was looking desperate, though, a rapid series of gunshots rang out, and the Motorcycle Majini fell one by one.

Before Chris could even ask, their saviors appeared: It was the Delta Team. The head of the squad, Josh, had supervised Sheva's training, and she knew almost everyone there personally. Josh told Chris,

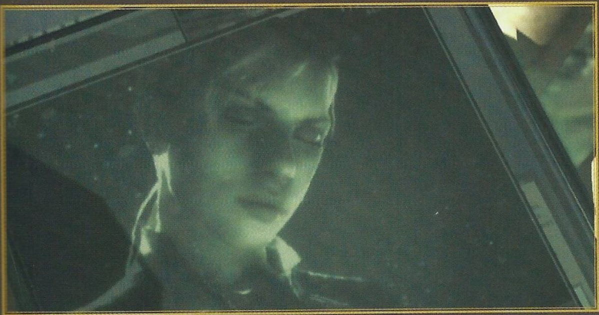
"Sheva became the little sister of the team."

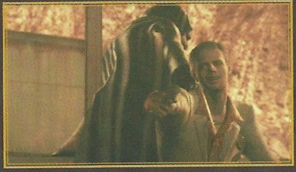
Josh told them to continue chasing after Irving, and gave Chris the data they recovered from the hard drive. Chris used the PDA to review the data, and gasped at what he saw.

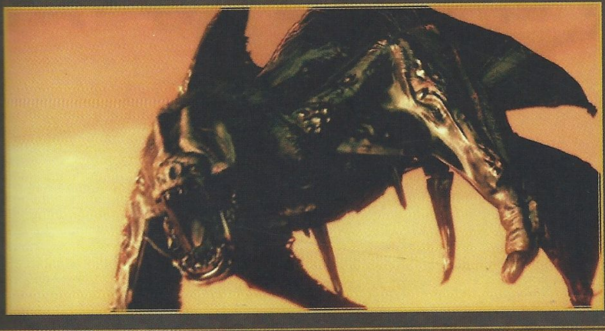
"Jill..."

Not even Chris could keep his calm in a situation like this. The woman in the picture looked just like Jill! It seemed the rumor that had made him sign up for this mission was correct, after all. Maybe he could finally put to rest all the regrets and doubts he had been harboring since the incident at Spencer's castle..

THROUGH THE MINE







They made their way down the dirt road, to the mine where Irving was said to have gone. It was pitch black inside, but they made it through the long darkness to the light at the end of the tunnel. Chris and Sheva supported each other through the mining grounds before they found Irving in an office beyond.

"So, you must be Irving?"

"Wow, perceptive, aren't 'cha?"

Their target had a cavalier attitude, but Chris and Shiva weren't about to drop their guard. Suddenly, a canister came clattering into the room, and overflowed with tear gas. Before Chris and Sheva could react, a figure in a hooded coat and mask crashed through the window and snatched Irving away.

It was an impressively professional operation. By the time the two recovered their vision, Irving was long gone. Chris found some documents in the office that suggested Irving's home base was an oil field in the marshlands. It was the only lead they had.

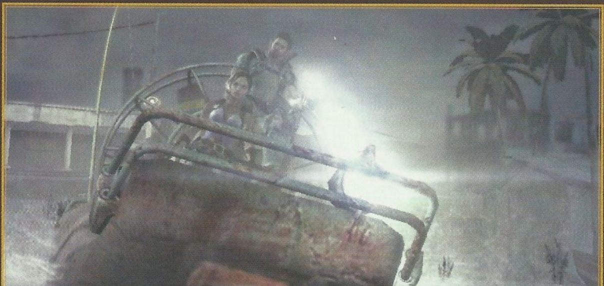
Chris and Sheva resumed their pursuit of Irving. Through the many battles they fought on the way, Chris could tell that his partnership with Sheva was growing stronger.

Their next battle was with a large, bat-like creature: the Popokarimu. They had just shot it down when they found a humvee racing towards them, driven by Delta Team's Dave Johnson.

"Chris! Sheva! Get in!"

It seemed that after investigating the helicopter crash site, the Delta Team had decided to resume the mission to pursue Irving. Grateful for the momentary respite, Chris and Sheva climbed into the car.

A NEW PARTNERSHIP



Sheva had just reported the location of Irving's base to headquarters, when Motorcycle Majini showed up in hot pursuit. Some Majini rode in the back of trucks to fire crossbows and toss molotov cocktails. The situation grew more and more desperate as Chris and Sheva used the truck-mounted machine guns to repel them.

At last, they broke through a Majini-guarded checkpoint, and arrived at the small village where they expected to meet up with Delta Team. The site was shrouded in darkness, but the headlights revealed a gruesome sight.

"What could've done this..."

The ground was littered with the corpses of the Delta Team. It looked like they had been attacked by something, and in a moment, that attacker revealed itself: a massive silhouette rising in the darkness behind Dave. The creature, an Ndesu, squashed Dave beneath its foot, then tossed a car aside in a show of strength. It was clear there was no way they could beat it in a straight fight.

"Get to the truck!"

Chris and Sheva got back in the humvee, and manned the machine guns.

"Take this, you ugly bastard!"

Sheva's enraged cry rang out beneath the sound of the gunshots. Every shot she took was imbued with the desire to destroy the thing that had killed her beloved friends.

Even as they drove the massive creature helplessly to the ground, however, it could not quell the emptiness in her heart.

Sheva looked over the bodies of her fallen friends, thinking she might cry. She didn't see Josh there, though—could he have gotten out safely? Chris spoke to her, stone-faced,

"Sheva, you don't have to do this; you can still back out."

Chris knew that he had to see the mission through, but he didn't want to get Sheva wrapped up in what amounted to his own private vendetta.

"What about you?"

"I've got a personal stake in this."

Sheva was bewildered.

"A 'personal stake'? Chris, look around! We should both get the hell out of here."

"I'm not here just for the mission."

He told her about his missing partner, Jill; how the data he got from Josh confirmed that she was still alive. But Chris was not the only one with a reason to keep fighting.

"These are my people that are dying here. I can't just turn my back and walk away."

"There are no more orders from here on in, it's just us."

"We're partners. To the end. Now let's get moving."

'Partners'—the word meant more to Chris than anything. It was clear that Sheva had chosen it deliberately.

"Copy that."

Chris had no choice but to relent.

TO EACH THEIR OWN

The two boarded a hovercraft, which cut speedily through the early morning swamp. They were headed for Irving's base on the oil field. On the way, Sheva asked him about Jill.

Quietly, Chris told her about Albert Wesker, the man they had been pursuing since the Mansion Incident. Wesker had been the chief of their S.T.A.R.S. unit, as well as a top official with Umbrella. They met once more at Rockfort Prison, but Chris had lost track of him just after.

He heard no more about him until just a few years earlier, when the BSAA had learned the location of the one remaining Umbrella founder, Ozwell E. Spencer. Chris and Jill infiltrated his castle, hoping he might lead them to Wesker...

Two years prior to that, Chris and Jill had joined in the operation to arrest Spencer at the order of BSAA's European branch. Of the three original founders of Umbrella, Spencer was the last one still alive.

They entered Spencer's castle now in accordance with their mission. The structure was repulsive in some ways—to think that it was bought with dirty money, made from selling biological weapons!—and at the same time, reminded them of the mansion in Raccoon City from which it all had started. Throughout the grounds, they found bodies of people murdered in mysterious ways. It looked like the work of Spencer's personal guard. Judging from the mutilated state of the bodies, it was clear that things wouldn't go smoothly.

Numerous traps awaited them in the mansion, and the B.O.W. were tenacious, but Chris and Jill supported each other perfectly as they made their way to Spencer's room.

Inside the room they saw an old man who looked like Spencer lying in a pool of blood on the floor. Beside him was the man they had been pursuing: Wesker.

It didn't take long to realize that Wesker had killed Spencer. A smile appeared on Wesker's face as a flash of lightning illuminated the darkness. He silently walked toward him. Chris and Jill drew their guns, but Wesker dodged their bullets with superhuman speed. It was clear they had no way of harming him.

"Let's finish this."

Wesker grabbed Chris and moved to finish him off. Just then, Jill sprung forward and grabbed Wesker. The two of them went crashing out of the window, and disappeared into the valley below.

The BSAA's best efforts to find Jill's body proved fruitless—naturally, they couldn't find Wesker's, either. Chris didn't want to believe that Jill was dead, and without a body as proof, he absolutely refused to accept it. He wouldn't rest until he found Jill again.

"What about you? Why'd you join the BSAA?"

It was Chris' turn to ask.

It turned out Sheva's parents were employed at one of Umbrella's factories, and died in an accident involving the creation of a B.O.W. The incident was covered up, and Sheva didn't learn the truth about their deaths until much later. Like Raccoon City, her village became a full casualty of the company's greed.

"Bioweapons were responsible for the deaths of my parents. And someone has to pay for that!"

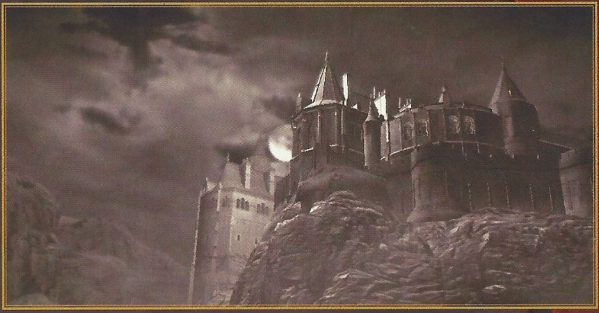
It surely gave Chris strength to know that he wasn't the only one with a personal stake in the fight. Whatever it took, he had to prevent tragedies like these from ever happening again.

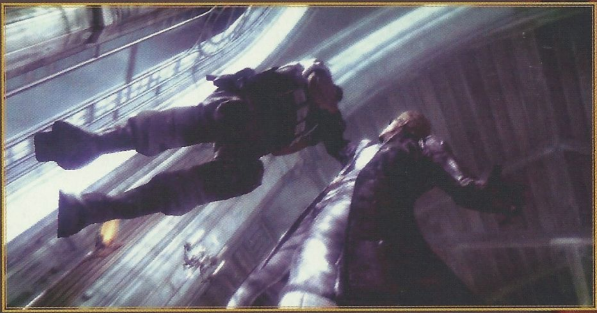
"Together, we can end this."

"Then let's make a stand for our fallen brothers."

"Hang on."

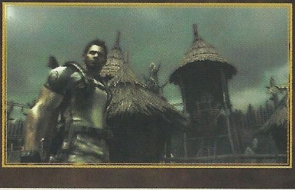
The hovercraft's propeller sped up, and they tore faster through the swamp.





Ahead of them lay a settlement of the native marshland dwellers. These people, too, had become Majini. To think that someone would infect even these people with Plagas, to strip them of their humanity and turn them into monstrous shells under the parasites' control… They, too, were victims, everyday people sacrificed to feed the greed of others. Just like in Raccoon City.

As they fought through the swampland Majini, Chris became aware of the horrifying extent of the power of Las Plagas. They made their way quickly to the oil fields.



ESCAPE FROM THE OIL FIELDS

On the outskirts of the settlement, Chris and Sheva noticed a tent bearing the mark of Tricell, one of the BSAA's founding companies. Chris was unnerved by the sight, but expected that it would all come clear after they apprehended Irving.

At last, they arrived at his base in the oil fields. The primordial structures that had once stood there had been razed to make way, not just for oil wells, but for an extensive modern refinery. The two made their way inside; sensing someone else in the building with them, they proceeded with extra caution.

"Josh?"

Josh appeared, pointing his gun at them—he was just as on-edge as they were. He had been captured back at the port and brought there. Sheva was overjoyed to see Josh again, but their reunion was cut short by a Majini attack.

"Let's save the chit-chat for later."

Josh's words rang true: they had to prioritize finding a way out. While Josh was worked to unlock the elevator in front of them, Chris and Sheva protected him from the enemies all around. Eventually, they made it to the exit.

"Are you OK?"

Josh was out of breath as the two addressed him.

"It looks like Irving is trying to blow up the place and make his escape."

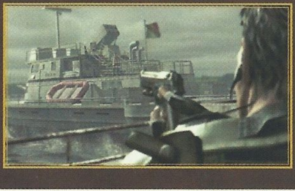
An explosion in an oil refinery would be a major disaster! The group split up: Chris and Sheva ran to the dock to try to catch Irving, while Josh secured their escape route.

At the dock, they found Irving just boarding his patrol boat. Beside him was the masked figure who had saved him back in the mine office.

"You two are just in time for the fireworks show!"

Irving let out a shrieking laugh as he set out onto the water.

It was just then that they received word from Josh that he had secured a boat. There were just two minutes left until the explosion. Chris and Sheva ran hard down the unsteady wood planks of the dock, and made a leap for the boat. That moment, crimson flames welled up from the oil field behind them, backed by a deafening roar. They had made their escape just in time.



THE LAST OF IRVING

They had a short breather after the high drama of the escape. Josh asked,

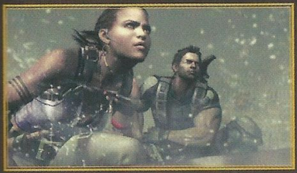
"What happened to Irving?"

He noticed that Chris and Sheva were avoiding his eyes.

"Ahh… Well he can't have gone too far."

Josh got the boat moving. They were well beyond the scope of their mission, but it seemed he had chosen to throw in with Chris and Sheva nonetheless.

"Josh…"



Chris gave him a word of thanks. Josh nodded in silent acknowledgment.

Things were going along peacefully, when suddenly, a huge shape appeared from their starboard side. Irving's patrol boat had ambushed them!

"Oh, shit!"

They crashed hard into the side of Irving's boat, and Josh only barely managed to get them righted again. Immediately, a hail of machine gun fire rained down on them. They knew they had no choice but to force their way through.

Chris skillfully took out the Majini at the machine gun turrets, then boarded the ship with Sheva. Irving looked on with annoyance. He thought back on a conversation he'd had with the masked figure.

–

"What are you going to do about them?"

The masked figure grabbed Irving by the neck, and lifted him easily with one hand.

"Alright! Alright! I'll handle it."

With that, the figure took out a capsule.

"Use it."

It was the "seed" of a B.O.W.

–

"Everyone looks down on me... But not anymore."

With Chris and Sheva forcing his hand, Irving had no choice but to inject himself with the contents of the capsule. A mass of tentacles erupted from his back, and the transformation completed in front of their eyes. They couldn't believe the speed of it!

"I'm far beyond anything you could ever hope to become!"

Before Chris could even pull the trigger, Irving vanished into the water. After a few seconds, he appeared again, now an aquatic creature exceeding the patrol boat in size. Chris and Sheva used the ship's immobile emplacements to fire at him from the deck.

Sheva had a thought: given the sheer speed of his metamorphosis, he must have a weak point. Her insight was dead-on. Concentrating their fire on the spot that looked like his weak point, the two of them handily defeated Irving.

Irving's living remains lay on the deck.

"Damn Excella! I guess I wasn't worth the good stuff."

Excella? Who could that be? At any rate, Irving seemed to know a lot about what was going on... Chris showed him the picture of Jill.

"Where is this facility!? Answer me! What is the Uroboros Project!?"

"The BSAA... wow, you two are just on top of everything, aren't ya? The balance of the world is changing and you're completely oblivious to it."

Sheva urged him to say more, but Irving refused to give anything but cryptic answers.

"All your answers await ahead, Chris... in that cave. If you can survive long enough to get them."

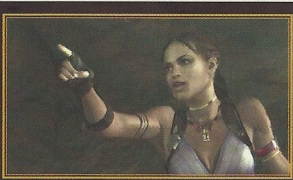
Even in his last moments, Irving mocked them, laughing that shrieking laugh. Chris raised his gun to shoot him, but...

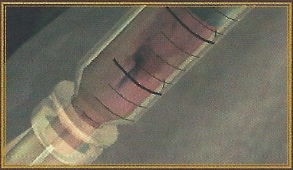
"Chris..."

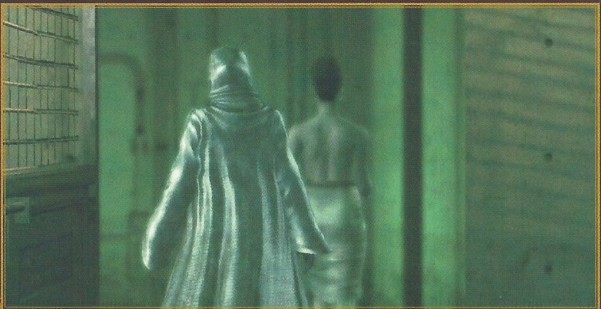
... Sheva restrained him. She knew that Chris was simply frustrated: Irving hadn't given them any new leads on the Uroboros Project... or on Jill.

A moment later, Irving breathed his last. With no idea what awaited them there, Chris and Sheva headed toward the cave.

THE UNDERGROUND TEMPLE







They moved deeper into the marshlands, and sailed into the yawning mouth of a cave. Inside, they found a dock built into the rock face. The masked figure's boat was moored there. Chris and Sheva would have to make the rest of the trip on foot.

Josh addressed them as they began to disembark.

"So, you two are really gonna' go through with this?"

It was clear that Chris and Sheva weren't going to turn back; all he could do was offer them his support.

"I will call HQ and try to get the withdrawal order rescinded. I will also try to get you backup. Try not to get yourselves killed!"

The air was cool and still inside the cave. Chris thought back over Irving's last words, and his mention of the name "Excella." Sheva noted that Excella was the name of the director of Tricell's African division. It couldn't be a coincidence…could it?

As they moved deeper in, enemies sprang out from the ground and the walls. The spider-like B.O.W.s were known as Bui Kichwa, and the cave was soon swarming with them. Chris and Sheva cleaned them out, and the tunnel soon opened up into a wide cavern. Sunlight streamed in from above, revealing a ruined city and what looked like a massive temple complex in the distance. It was hard to believe they were still underground. Sheva could not contain her awe at the sight.

"I never knew such a place existed here…"

They could see the silhouettes of Wetland Majini moving throughout the structures, but it seemed unlikely that they were the ones who had created it. It was clearly the product of a highly advanced culture. What's more, there were signs that the area had been recently inhabited. Who could have been using the ruins, and to what purpose?

Chris and Sheva ran for the temple. On the way, they were briefly separated when a crowd of Majini knocked down a stone pillar, taking out a bridge with Sheva on the other side. They were pouring in from everywhere. Chris felt a surge of panic—he had to reach her, and fast!

It wasn't that he didn't trust Sheva, but the despair he had felt over the loss of Jill was still fresh in his mind. He pushed himself through all obstacles, fueled by a determination not to lose another partner. Eventually, he found her, and they continued on together through a series of treacherous traps culminating in a narrow passageway lined by statues.

They made it through the trap-lined passageway, and came to an open space set up like a crossroads. When they activated a switch, a loud noise rang through the room, and a large stone staircase descended into the earth. They navigated the labyrinthine ruins, and activated several more switches, until at last they stumbled upon a familiar face: the Popokarimu they had beaten back at the mine. It had fallen into the ravine, then…could it have escaped from there to the temple grounds? This time they finished off the Popokarimu once and for all, and climbed the staircase behind it.

"The preparations are almost complete. Then we can leave."

Meanwhile, a woman was lounging with Wesker in a room, injecting him with something as she gave him a status update. The woman was Excella Gionne, the brilliant and beautiful president of Tricell Africa. Sheva's instinct was right on target.

"Good," he responded.

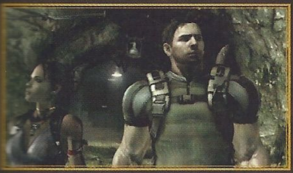
"You know, I was surprised Las Plagas was such a success. When you first arrived I had my doubts." Excella seemed to be trying to earn Wesker's favor.

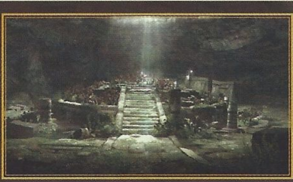
When she mentioned Chris' name, however, he merely said, flatly, "The plan is in its last stages, I will not tolerate delays."

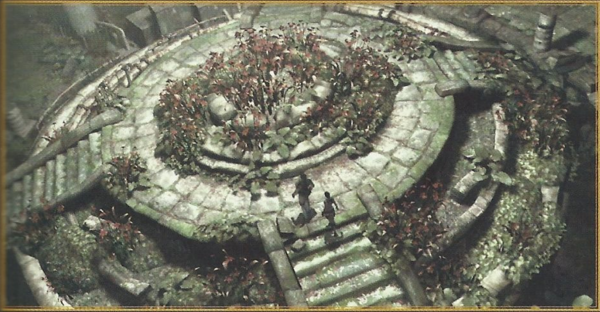
Realizing that he had brushed her off, Excella quickly took her leave.

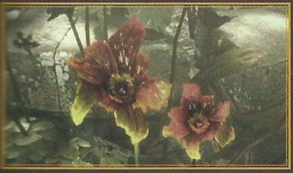
It seemed the man who was behind the Uroboros Project—the one intending to "change the balance of the world"—was Wesker himself…but Chris still had no way of knowing that.

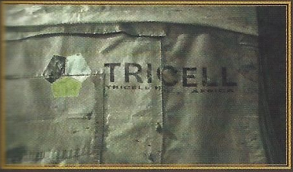
CRIMSON FLOWERS BLOOMING UNDERGROUND

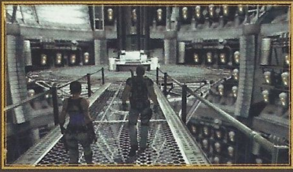


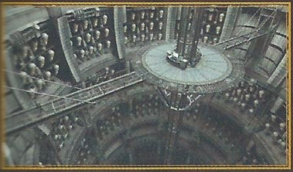












As they climbed the stairway to the temple's interior, they were forced to admire the ingenuity of the architects who had built it. The rooms channeled sunlight, illuminating them so brightly it was hard to believe they were so deep under the Earth's surface. They activated a lift, which took them deeper down into the structure.

"What is this place?"

The chamber they arrived in was bathed in soft, natural light. A garden of mysterious crimson flowers stretched out before them.

"These are no ordinary flowers..."

Chris' gaze went immediately to an old supply crate nearby. He dusted it off, revealing the logo of Umbrella. Not far away was a brand new Tricell tent...

"Were they working together?"

What was the connection between the two companies? And what did it have to do with those red flowers?

"I wonder if this is what Irving meant by 'answers'?"

Chris wanted to know more, but his priority was still finding clues about Jill's whereabouts.

They traveled inward and found themselves in a modern laboratory stocked with brand-new equipment. Flowers from the garden were suspended in culture fluid.

"I don't know how, but they could be using them to produce biological weapons."

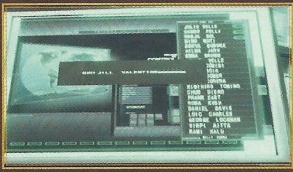
It was clearly the facility from the image data containing the picture of Jill. Chris could feel that he was coming closer to knowing the truth.

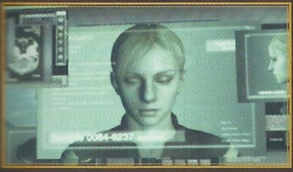
Moving into the facility hallways, they found the walls marked with bloodstains and claw marks left by some enormous beast.

"Careful. I saw something."

They were in a long hallway full of glass experimental chambers. Inside one of the chambers was a swarm of Licker βs! Like their predecessors, these improved Lickers had poor eyesight, so Chris and Sheva tried to move as quietly as possible. They gave away their presence by kicking down a door, however, and the Licker βs broke through their glass containers and fell upon them. They barely made it to the elevator in time.

THE GRAND FACILITY





The elevator took them to a large, cylindrical facility.

"This was in the pictures, too."

On the walls of the cylinder were countless capsules, each one containing a human being: test subjects for the company's bioweapons research. Chris' eyes locked on the console in front of them. He pulled up Jill's name.

"Jill!"

The platform they were standing on began to descend, revealing to them the full scale of the cylindrical structure. The capsules there must have numbered in the hundreds of thousands.

"There's so many...they must be kidnapping people from all over the world to experiment on."

STORY
CHARACTER
CREATURE
ITEMS
VISUAL WORK
EXTRAS
KEYWORD
DATABASE

Suddenly, the elevator stopped. A warning siren blared. The cause was immediately evident: the U8, a gigantic B.O.W. like a cross between a spider and a crab, was climbing down the shaft on its massive, hairy legs.

The thing was as tough as a tank, but the team managed to learn its patterns, and fed a grenade straight into its mouth. With a final screech of pain, the creature plunged down into the darkness.

The platform resumed its motion, and at last reached its destination. A capsule protruded outward from the wall: it must be Jill's.

Chris waited with bated breath. Was his long search at an end? The capsule opened.

There was nothing but clear fluid inside.

"Damn it! Where is she?"

Chris couldn't hide his rising anger.

Just then, a nearby monitor flicked on. A beautiful woman addressed them.

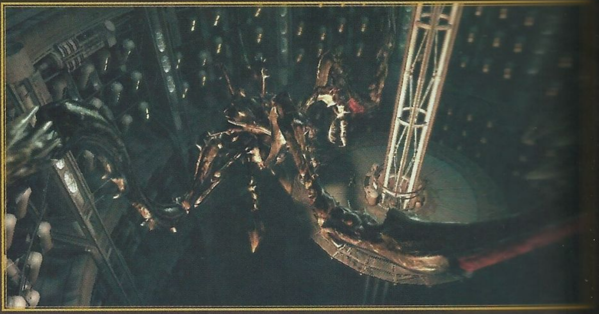
"Mr. Redfield. How nice to finally make your acquaintance."

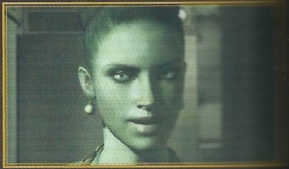
"Excella Gionne," Sheva whispered

The woman spoke to them, and her words hinted that she had been the one behind the BSAA's withdrawal. In that case, she naturally wasn't going to give them any clues about Jill.

"There's nothing here worth throwing your lives away for."

Her words carried a thinly-veiled threat.





A NEW UROBOROS

The only path that remained for Chris and Sheva was to find Excella and question her: both about Jill's whereabouts, and about what she was planning.

Back on the elevator, Chris happened to intercept a radio conversation between Excella and a man. He overheard a name—Albert—and his expression tensed. The man in question could be none other than Albert Wesker, the man Jill had sacrificed herself to destroy back at Spencer's estate. Chris prayed that they might make some mention of Jill, but the intermittent voices soon died out.

Wesker had long made himself known in connection with B.O.W. incidents, but whatever he was planning now was bigger than anything that had come before. Chris had to accept that this was more than just his fight.

They made their way to a factory-like structure, where large containers were being incinerated on a conveyer belt. Missiles were mounted on the walls around them. Was Tricell planning to start a war?

They left the factory behind, entering a dark laboratory lined with fluid-filled containers. In the dim light they found a man seated in a chair, his head bowed. A female voice broke the silence.

"Well, glad you could make it."

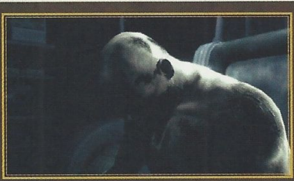
Excella looked down on them from the control room. The masked figure was with her.

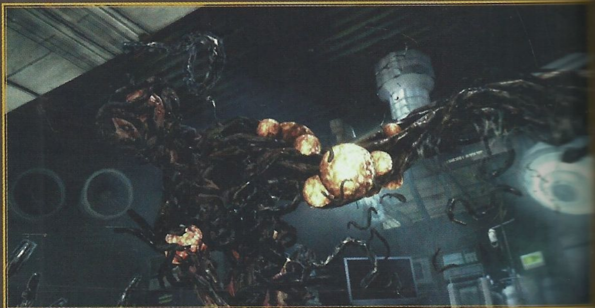
"Excella...where's Jill!?"

Excella deflected the question.

"You've spent so long trying to track down Uroboros, well, here. Enjoy."

The man stood. Tentacles began to emerge from him, bursting and writhing from his body. Sheva accused Excella of making the weapon to sell to terrorists, but Excella brushed off the suggestion. She asserted, rather, that it was a "Philosopher's Stone," which would choose, using DNA as its watermark, "who shall proceed to the next stage" of evolution.





Her willingness to reveal this to them was a sign of her absolute faith in Uroboros's power. She would not have said it if she thought they would leave that room alive.

This new Uroboros—the Uroboros Mkono—was definitely more powerful than the last one they faced. It still had its weakness to fire, though, and they were able to destroy it using the facility's built-in flamethrower. By the time they had vanquished it, however, Excella was already gone.

AN UNEXPECTED REUNION

They returned to the great cylindrical facility, and ascended the floors, taking out the Majini who tried to stop them. They at last arrived in what looked like an excavation chamber within the ruins. They soon caught up with Excella.

"Excella Gionne! Stop right there!"

Before they could fire on her, though, the masked figure interposed itself. The figure was so agile that even Chris couldn't land a hit; it took all he had just to dodge the figure's strikes.

"You haven't changed."

Wesker appeared before them, showing his usual unwavering cool. It was Chris' first time seeing his mortal enemy since that night at Spencer's estate.

"Well, isn't this one big family reunion. I would expect you to be happier to see us."

"Us...?"

Wesker strode up to the mysterious figure, and removed her hood.

"Jill...Jill! It's me, Chris!"

There was no recognition in Jill's eyes; it was as if she had been brainwashed. She rushed at Chris and Sheva with inhuman speed.

"Let's finish this once and for all. I think the odds are fair, two on two."

Chris' most hated enemy stood now alongside his former partner, and he would have to face them both with a partner he was only just getting to trust. He could never have imagined this situation in his wildest dreams. Even setting his panic aside, though, he couldn't hope to match them on a physical level.

Perhaps Wesker didn't even consider Chris to be worth his time, as he received a call on his PDA, and began to leave. Chris and Sheva tried to pursue, but Jill beat them back, grabbing Chris in a merciless submission hold. Chris called out to her, but no crack showed in her unflinching demeanor.

His desperation building, Chris called out to her one last time.

"Wake up! Jill Valentine!"

"Chr...Chris..."

Jill's expression flinched for a moment, and she released his arm. Seeing this, Wesker touched a button on his PDA, causing Jill to immediately writhe in pain. It was obvious now that he was controlling her somehow.

"No more time for games, Chris. I've got work to do."

With that, Wesker left. In her struggles, Jill tore open her suit to reveal a red device pulsing on her chest. Could that be how they were controlling her!?

They knew that Jill's life could be in danger if they simply removed it, but they had to risk it. Chris worked together with Sheva to remove and destroy the device. Jill let out a groan of agony, then fell over unconscious. As Chris took her in his arms, her eyes fluttered open.

"Chris...I'm so sorry..."

"It's okay."

"You're Sheva, right? I couldn't control my actions, oh, but God I was still aware. Forgive me."

"It's alright."

Chris started to help Jill up, but she told them to leave her and go after Wesker instead. They had to stop him before he spread Uroboros around the globe, and Chris was the only one who could do it. Chris balked for a moment, afraid to leave her behind, but Jill spoke, urgingly,

"Don't you trust your partner?"

When she put it that way, he had no other choice.

"Alright."

"Take care of him."

With the encouragement of Chris' most trusted partner and the weight of her own mission in her heart, Sheva followed silently after Chris. Jill remained behind.

"You're our only hope to survive this."

She knew that the fate of the world was in their hands.

DESPERATE ESCAPE

After leaving Chris behind, Jill fell unconscious once more. She put on a strong front for Chris, but the mind control had taken a deep toll on her.

"Hey. Can you hear me? Are you alright?"

The voice stirred her. It was Josh.

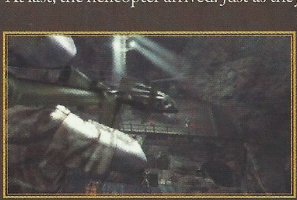
Josh was shocked to see her there; he knew her as one of the BSAA's founding members, the Original Eleven. He told her that they had a helicopter on standby to help out Chris and Sheva, and she agreed to accompany him.

Jill and Josh left the mountainous region and headed for the place where the helicopter pilot, Doug, was set to meet them. Majini were running rampant, they knew they would have to force their way through. Their partnership was an impromptu one, but she was an experienced elite, and he was the commander of Delta Team, and they forged a quick bond as they fought.

After a while, the light of the communication facility came into view. Jill told Josh had something she wanted to tell Chris and Sheva, and she would go to the structure alone. Josh agreed to accompany her, saying it was on the way to the rendezvous point anyway. They used mounted howitzers to break through the barricades and made their way through crowds of Majini and Reapers. At last they reached their destination, where Jill passed the information on to Chris.

The bridge to rendezvous point was down, so they called Doug and had it changed to the heliport on the facility's roof. The helicopter wasn't there when they arrived, but the Majini were! No matter how many they defeated, more enemies kept coming. They prayed for Doug to hurry—veterans as they were, even Josh and Jill had limits.

"Sorry to keep you waiting, Ms. Valentine. Oh, and you too Josh."



At last, the helicopter arrived. Just as they were about to get aboard, a rocket exploded nearby, knocking Jill unconscious. Josh grabbed her and ran for the helicopter. Doug took up his own gun and leaped down to the platform to cover; thanks to his support, Josh and Jill made it there safely.

"Come on! We are clear!"

"You don't have to tell me twice!"

But Doug's casual promise would go unrealized: A rocket hit him square on.

"Doug!!"

Doug's empty helmet rolled to the ground.

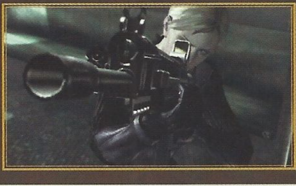
"Shit!"

Josh struck his fist against the helicopter, overflowing with sadness, frustration, anger…but he kept his emotions in check as he started up the helicopter and took up. Jill swept their pursuers with her gun, saving one final shot for the rocket launcher Majini who had killed Doug.

"If we don't help Sheva and Chris…he will have died for nothing."

"You're right. Let's go see if we can help them."

The helicopter flew off into the dark clouds gathering in the sky.



INFILTRATING THE TANKER

Meanwhile, Chris and Sheva went after Wesker. They arrived at the dock just as night was beginning to fall.

Wesker and Excella were boarding a huge tanker vessel. Chris and Sheva quietly crept onto the ship, then waited for the cover of night, after the ship left port, to begin their search. Chris postulated that the tanker itself was too large and conspicuous to use in the Uroboros Project; they must have another plan in mind.

As they followed a dim narrow staircase into the ship's massive hold, Sheva expressed her concern that they might not find Wesker in time. Chris reassured her, stating that once Wesker realized he was there, he'd come after them.

Their search paid off. They didn't find the man they were searching for, but they found Excella.

"Where's Wesker?"

They opened fire on her as she ran away. A bullet struck one of the cases she was carrying, spilling its contents onto the floor.

"Chris, is this…"

It was a case of syringes carrying some sort of medicine. Excella had been very protective of it, which meant it must be important.

Heavily-armed Majini impeded their progress through the ship, but Chris and Sheva blasted their way through.

"So you've made it this far…too bad you won't make it much further."

Wesker was watching them all the while over the ship's surveillance systems. With the Uroboros Project proceeding according to plan, he recalled his last night with Spencer.

–

"Wesker" was the surname given to a group of children Spencer had gathered to be his chosen, in a new world he would usher in with the Progenitor Virus. He spoke of them as his masterpiece, his creation—and Wesker found it intolerable. He could not stomach the sight of the decrepit old man claiming the right to be a god.

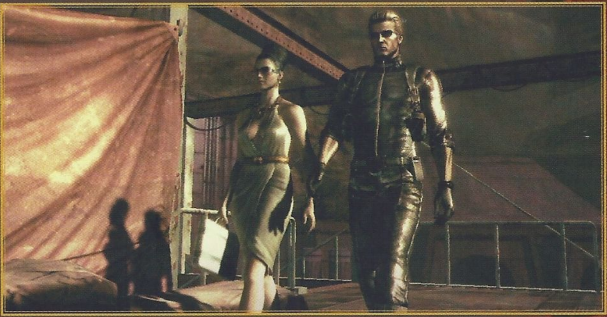
"The right to be a god…"

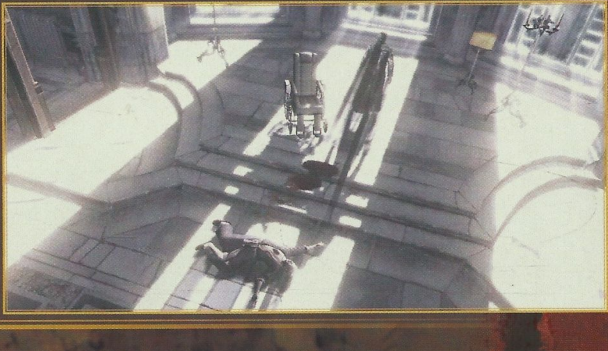
On that night, Wesker destroyed his own creator and took up his final birthright. It was the same night that Chris and Jill infiltrated the estate.

–

"With Uroboros, I have that right."

His confidence was unshakable.





THE LAST OF EXCELLA

Chris and Sheva came out onto the ship's main deck, where bright lights illuminated a mound of human corpses. Excella was stumbling towards them.

"Chris! How nice of you to join us."

Wesker was addressing them over the loudspeaker.

"Uroboros is on the eve of its appearance! Six billion cries of agony will birth a new balance!"

"Sorry Wesker, but not on my watch!"

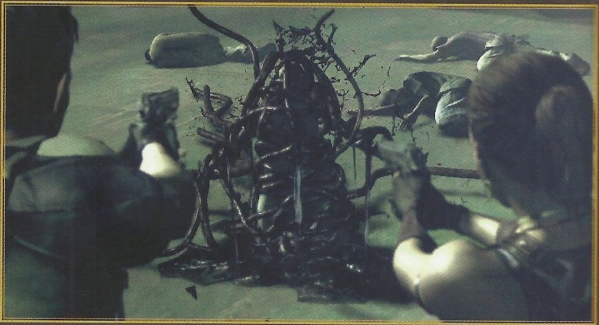
Chris' decisive retort was interrupted by a mournful cry from Excella.

"You said we'd change this world together! Why!?"

It seemed even Excella had been nothing more than a pawn in Wesker's game; with the Uroborus Project was in its final stages, there was no more need for her. Tentacles burst from her body to slowly devour the mound of corpses. They then consumed the beautiful desert flower herself, leaving nothing behind but the towering ebony horror: Uroboros Aheri.

They avoided its attacks and dove below deck, searching for some means do destroy the thing. At last, they discovered a targeting device for a satellite laser. It was their last hope—to stop the hideous devil, and give Excella her final rest.

They mowed down the tentacles Aheri fired, raining down blasts from the satellite laser. At last, Wesker's final wretched sacrifice fell silent and still.



JILL BRINGS THE LIGHT OF HOPE

Chris and Jill returned to the bridge, where they found a monitor that showed an assault bomber preparing for takeoff. Wesker was standing nearby. Just then, Chris got a transmission from Jill, who conveyed to them the message she had gone through fire to tell them.

"Jill! Are you alright?"

She told them that Wesker's superhuman abilities came from a virus, and that without periodic injections of a certain serum, that virus could become unstable. She said that Wesker had taken an injection very recently, but that an overdose might be poisonous.

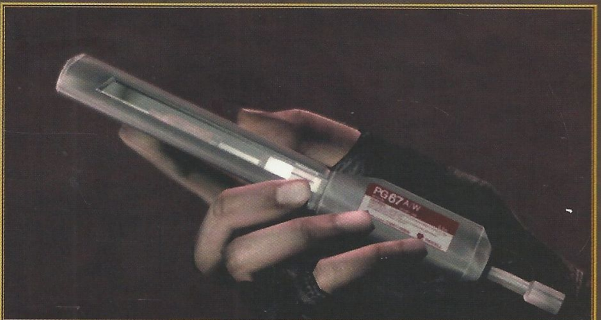
The name of the serum was PG67A/W.

Sheva gasped: that was the name of the drug that Excella had dropped earlier! If they could only inject it into Wesker, they might stand a chance against him.

They realized that the bomber was going to be used to spread the Uroboros Virus worldwide. Even if the plane was shot down, the plan would go through—which meant that it would all be over if that bomber left the ground without them.

"Things are worse than I thought. We have to stop him here and now," Chris whispered.

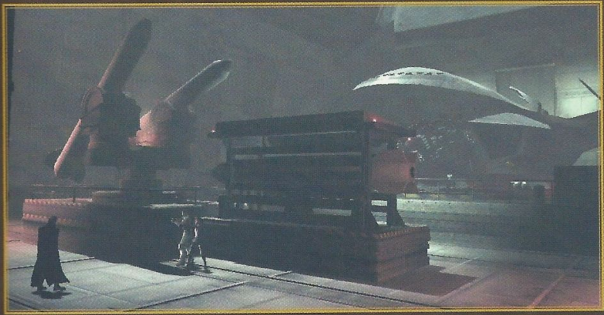
They had to reach that bomber! The ship was rocked by explosions, and it was clear it wouldn't stay afloat for long. Chris and Sheva hurried to the hangar.

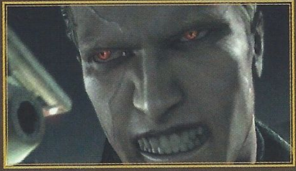


"Something doesn't feel right...I can't explain it," Sheva murmured.

Chris felt the same way.

THE GAMBLE





They opened the door to the hangar. Wesker was there, waiting for them.

"Don't you two ever tire of failing in your mission? You've really become quite an inconvenience for me."

Wesker whispered the words, as if to himself. He threw off his shades to reveal the eerie red glow of his eyes, then came at Chris and Sheva with superhuman speed. It was clear they had no chance of beating him in a straight fight.

"Why are you doing this? What do you accomplish by unleashing Uroboros?" Chris asked.

"Every day humans come one step closer to self destruction. I'm not destroying the world, I'm saving it!"

They were completely helpless before him as he threw them down to the lower level. Chris gripped the PG67A/W.

"This may be our only chance."

It was now or never.

"Things are really getting interesting now, eh Chris? Do you actually think you can defeat me?"

"Either way, I'm not gonna stop until I'm dead!"

At Chris' retort, Wesker chuckled as if genuinely thrilled.

"Well then, I'll just have to kill you quickly."

They used the darkness to their advantage, and opened fire on him with a rocket launcher. It was their one chance to distract him.

Chris and Sheva's teamwork was impeccable. Working together, they injected Wesker with the PG67A/W needle.

"Did it work?"

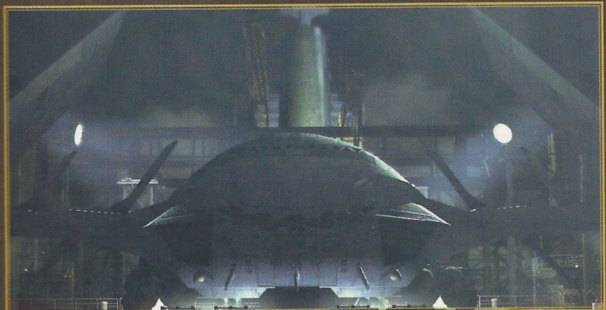
"I think so."

Wesker was writhing in pain.

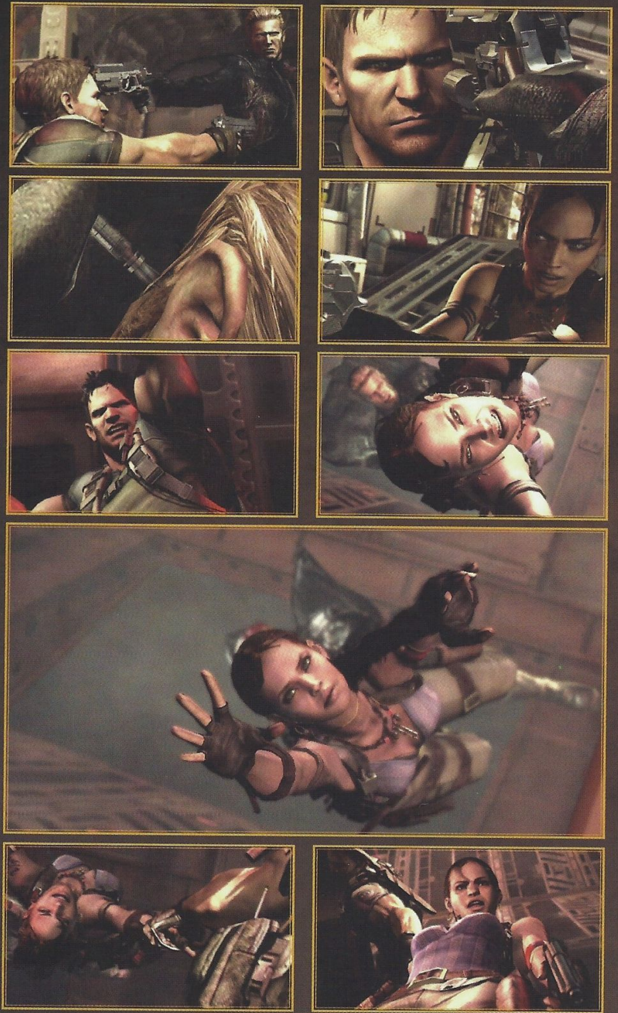
"This isn't over, Chris!"

With those words, Wesker ran to the bomber, and it began to pull away. Chris climbed on, holding his hand out to Sheva. She took it without flinching.

The last of Chris' doubts were cleared away. Sheva was his true partner.



THE FIGHT ON THE BOMBER



The bomber cut through the dark evening sky. Sheva and Chris came aboard in the hold.

"It seems I may have underestimated you, Chris," Wesker murmured softly.

"Save it, Wesker. There's no one left to help you now," Chris shouted.

"I don't need anyone else. I have Uroboros!"

According to Wesker, the bomber would reach the optimum altitude for the spread of the Uroboros Virus in a mere five minutes. From there, its destruction would spread throughout the world.

Wesker let out a soft breath, then rushed upon them. His power was still overwhelming, but his movements were growing sloppy thanks to the overdose. A drop from this height might just finish him!

"I've had enough of your bullshit! You're just another one of Umbrella's leftovers."

Chris looked around, and located the override lever for the bomber's hatch.

"You know what we have to do."

Chris ran toward the lever, while Sheva covered him. He grabbed the lever and pulled. The ship's hatch opened, and wind began to rip through the hold.

"Hang on!"

Sheva was about to be blown out of the plane, but caught onto a beam. Wesker grabbed onto her ankle. She didn't look like she could hold on for long with Wesker's weight behind her. Chris looked at the desperation in Sheva's eyes, and flashed back to that night in Spencer's mansion...

He would not lose another partner.

Sheva let go. In that moment, Chris threw himself forward and grabbed her hand.

But Wesker held on, tenaciously.

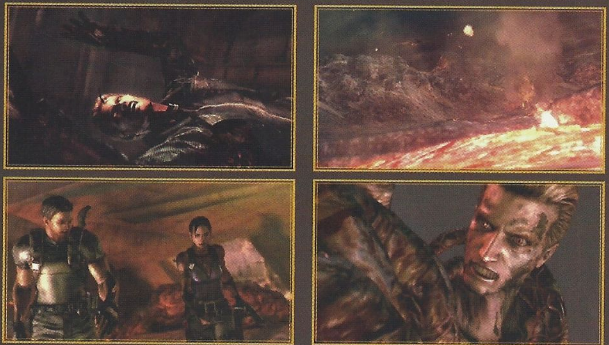
"I'm taking the two of you with me."

"Like hell you will!"

Sheva turned to him and fired her gun, dropping Wesker out of the plane.

During the battle, however, the plane had lost altitude, and crashed at the mouth of a lava-spewing volcano.

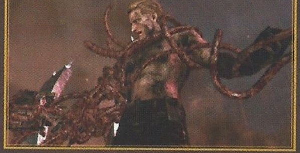
FINAL BATTLE ON VOLCANO ISLAND



"I should've killed you years ago...Chris."

The voice came from behind them, and it was a voice Chris never wanted to hear again. Wesker was there, trembling in anger. He punched into the tank full of Uroboros Virus. The virus spilled out, enveloping him.

The Uroboros tentacles subsumed his upper body, while his right arm seemed to fuse tentacle and metal in a single weapon.



"Time to die, Chris."

Wesker spat out curses toward the world, toward humanity...he drew closer, the tentacles undulating around him. A new wind kicked up, a sign of the final battle to come.

Wesker was in complete control of the raging power of the Uroboros Virus, and manipulated it to its fullest potential. It was nothing like the Uroboros they had faced before. Still exhausted from the earlier battle, Sheva and Chris struggled at first, but slowly but surely, their trust in each other allowed them to find a rhythm, and they turned the tables on Wesker. As they drove him back, Wesker began to writhe in pain. Just then, the volcano erupted, and the ground shook around them. They were caught in a landslide!

Their footing fell away, and Wesker sank into the inferno—but Chris and Sheva weren't much better off. Just as their platform began to sink into the lava, a helicopter appeared.

"Grab on!"

Jill and Josh were inside. Jill lowered the ladder to them, and they boarded the helicopter just in the nick of time.

"CHRIS!!!"

Wesker's scream of hatred rang out after them, his tentacles writhing as the lava boiled him alive. It seemed he would not ascend to the world of the gods, but rather, plummet to hell. Unwilling to accept his fate, his hand lashed out, grabbing the helicopter and rocking it violently in a last desperate attempt for revenge.

"Chris, Sheva, use those!" Jill screamed.

Chris and Sheva took up the twin rocket launchers.

"Ready, partner?"

"Locked and loaded."

They took careful aim at their target.

"Suck on this, Wesker."

The rockets collided with his head, sending up a column of flame. At last, his body sunk beneath the blazing lava.

"That was for our fallen brothers."

Jill, Chris, and Sheva sat back, looking at each other in satisfaction.

The helicopter flew towards the dawn breaking over the horizon. With the battle over, a sense of contentment fell over the group.

"It's over," whispered Chris.

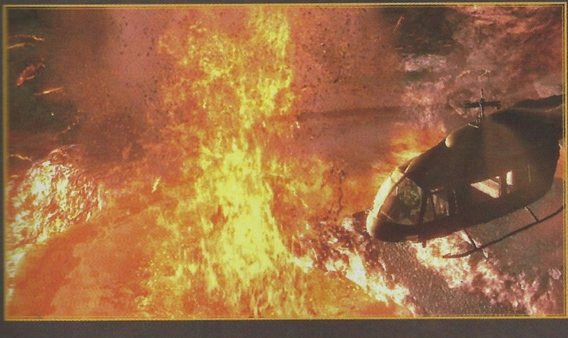
"Yes."

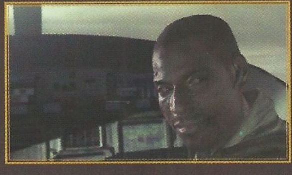
"Finally..."

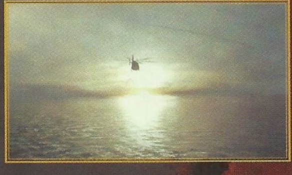
Josh smiled back on the trio's exchange. Chris remembered the question that had tormented him for so long.

"Is it all worth fighting for?"

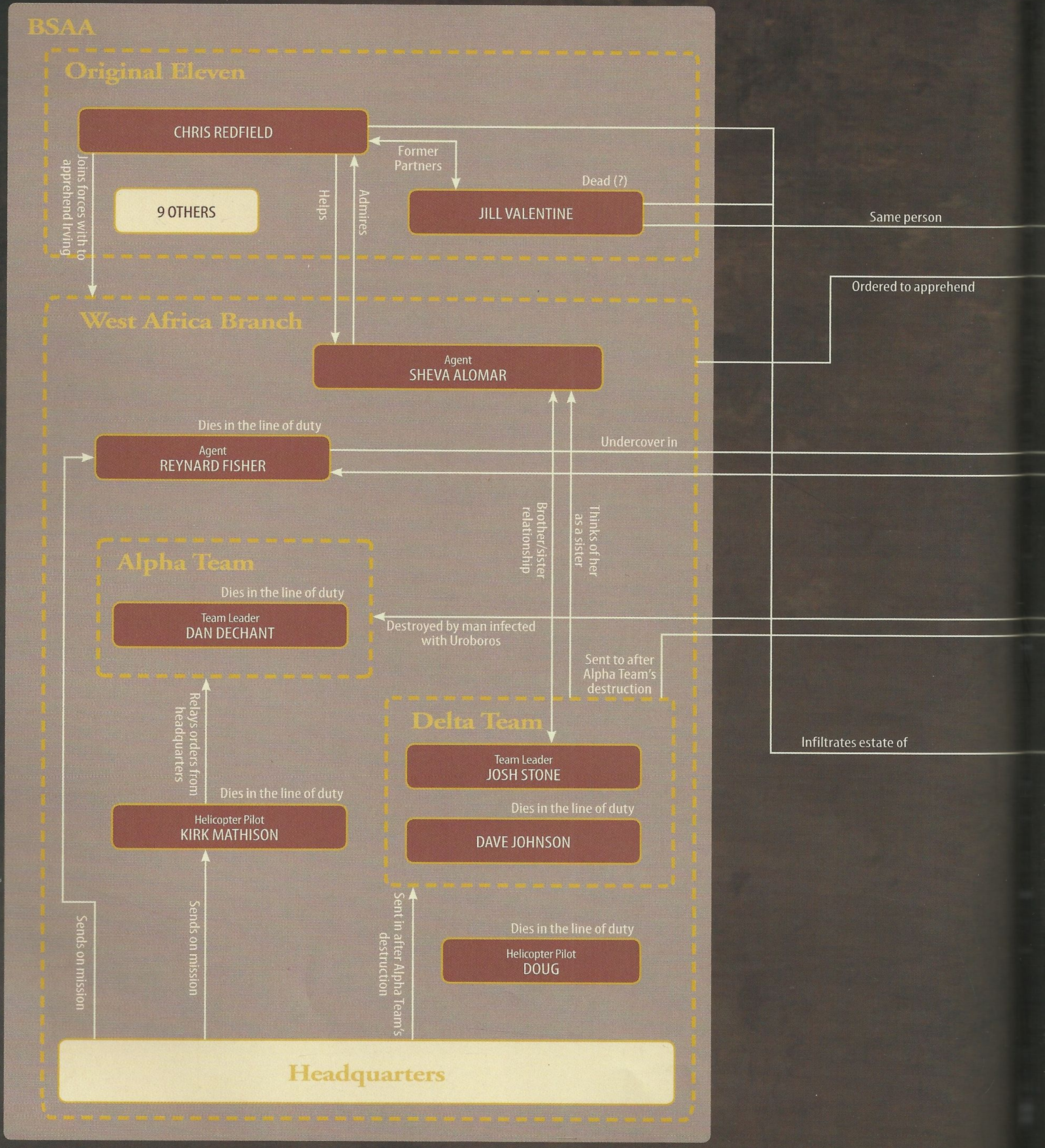
In the smiles of his friends, he had found the answer.

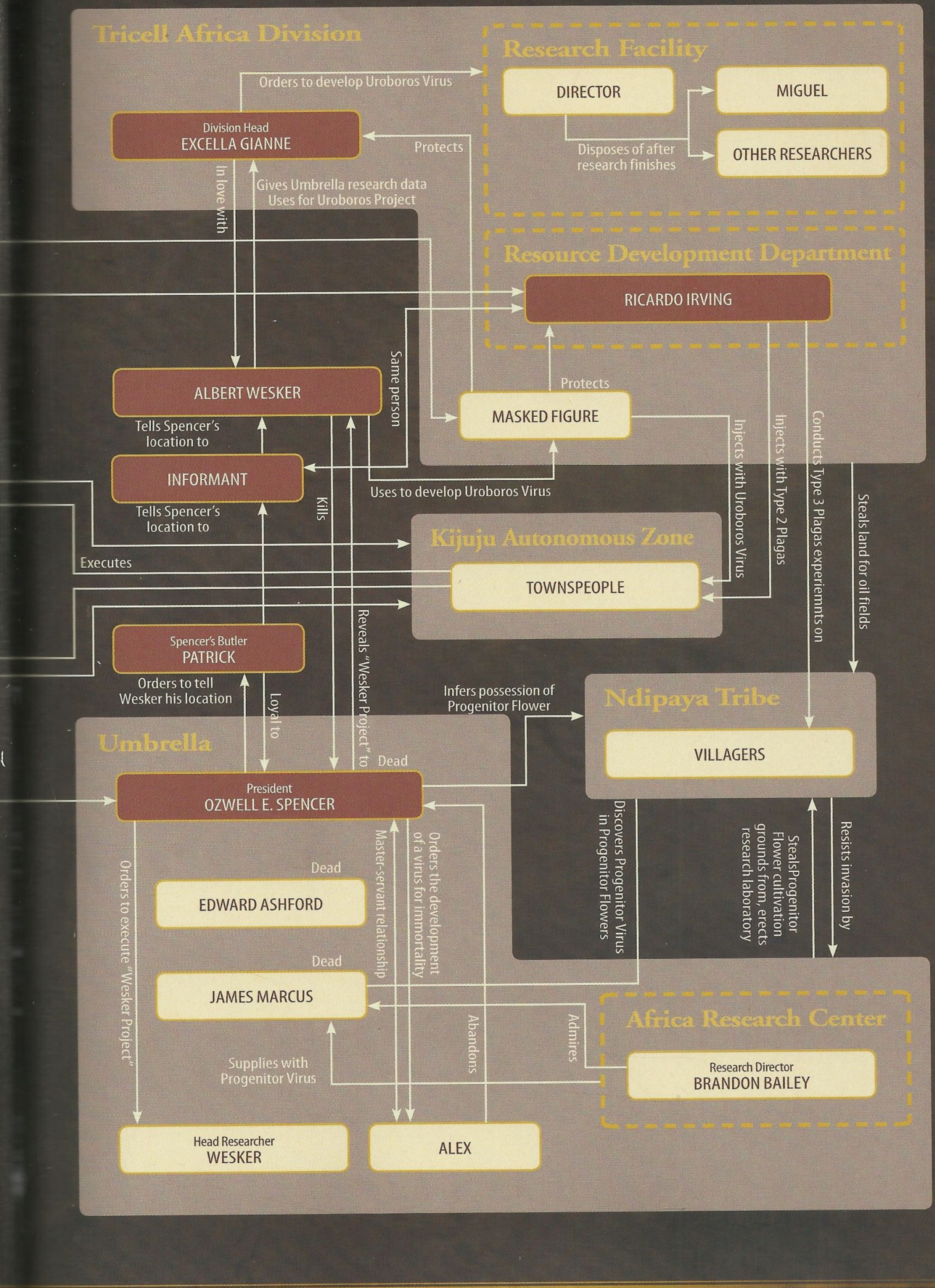




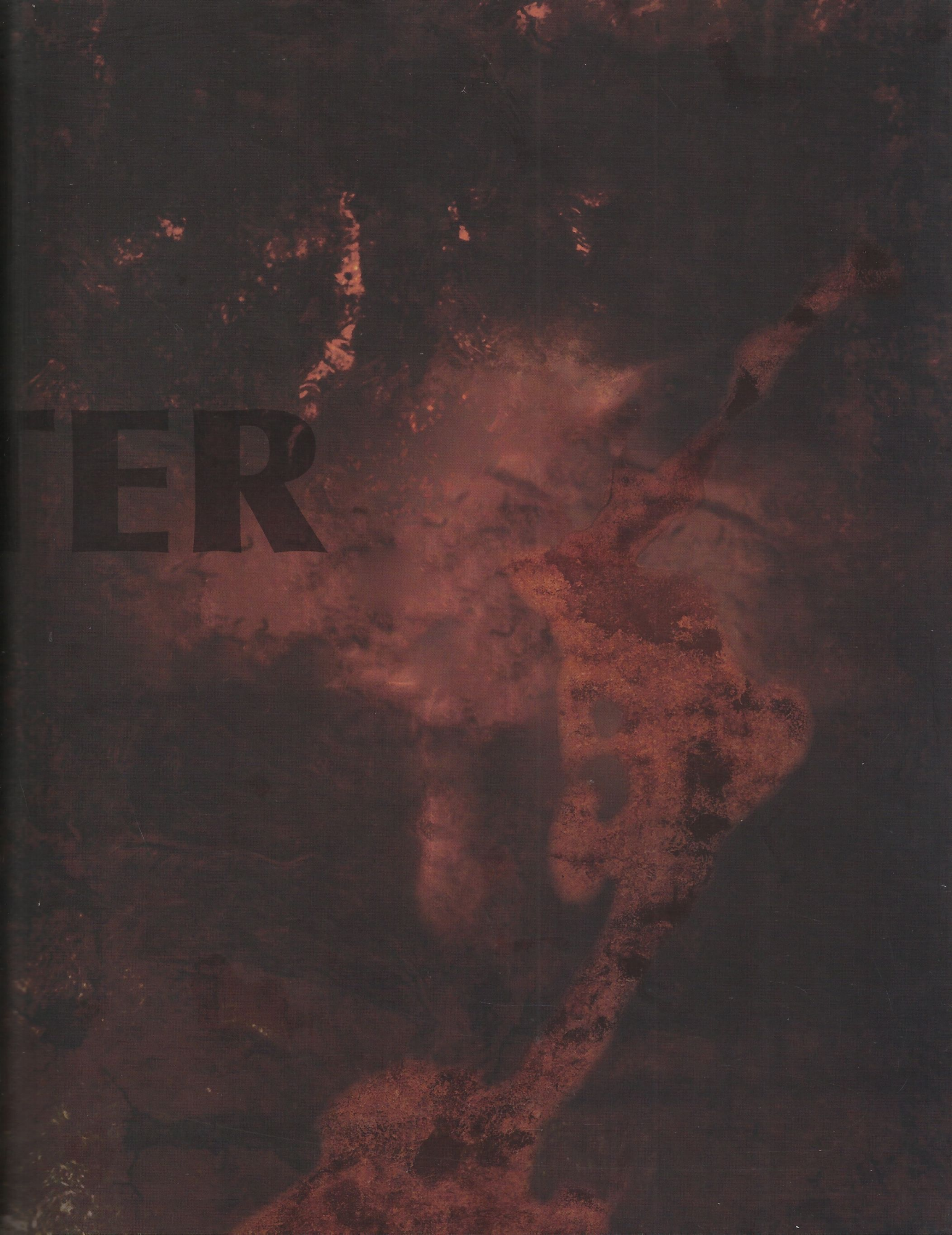


RELATIONSHIPS


BSAA
Original Eleven
CHRIS REDFIELD
Joins forces with to apprehend Irving
9 OTHERS
Helps
Admires
Former Partners
Dead (?)
JILL VALENTINE
Same person
Ordered to apprehend
West Africa Branch
Agent
SHEVA ALOMAR
Dies in the line of duty
Agent
REYNARD FISHER
Undercover in
Brother/sister relationship
Thinks of her as a sister
Alpha Team
Dies in the line of duty
Team Leader
DAN DECHANT
Destroyed by man infected with Uroboros
Sent to after Alpha Team's destruction
Infiltrates estate of
Relays orders from headquarters
Delta Team
Team Leader
JOSH STONE
Dies in the line of duty
Helicopter Pilot
KIRK MATHISON
Dies in the line of duty
DAVE JOHNSON
Sends on mission
Sends on mission
Sent in after Alpha Team's destruction
Dies in the line of duty
Helicopter Pilot
DOUG
Headquarters


Tricell Africa Division
Research Facility
Orders to develop Uroboros Virus
DIRECTOR
MIGUEL
Division Head
EXCELLA GIANNE
Protects
Disposes of after research finishes
OTHER RESEARCHERS
In love with
Gives Umbrella research data
Uses for Uroboros Project
Resource Development Department
RICARDO IRVING
Same person
Protects
ALBERT WESKER
MASKED FIGURE
Tells Spencer's location to
INFORMANT
Uses to develop Uroboros Virus
Kills
Tells Spencer's location to
Injects with Uroboros Virus
Injects with Type 2 Plagas
Conducts Type 3 Plagas experiemnts on
Steals land for oil fields
Kijuju Autonomous Zone
Executes
TOWNSPEOPLE
Spencer's Butler
PATRICK
Reveals "Wesker Project" to
Orders to tell Wesker his location
Loyal to
Infers possession of Progenitor Flower
Ndipaya Tribe
VILLAGERS
Umbrella
Dead
President
OZWELL E. SPENCER
Orders to execute "Wesker Project"
Dead
EDWARD ASHFORD
Master-servant relationship
Orders the development of a virus for immortality
Discovers Progenitor Virus in Progenitor Flowers
StealsProgenitor Flower cultivation grounds from, erects research laboratory
Resists invasion by
Dead
JAMES MARCUS
Abandons
Admires
Africa Research Center
Supplies with Progenitor Virus
Research Director
BRANDON BAILEY
Head Researcher
WESKER
ALEX

Character


TER

LEON S. KENNEDY

Formerly with the Raccoon City Police Department, Leon is now an agent with the US Secret Service. His middle name is Scott. He has a keen sense of justice, and a calm, usually imperturbable character, though he does act recklessly from time to time. He has matured considerably since his days as a rookie cop, and is now confident enough to crack a joke in times of crisis.

When the President's daughter, Ashley Graham, is kidnapped, Leon is given a solo mission to fly to Europe to rescue her. An eyewitness report leads him to a small village deep in the countryside. That village turns out to be the home of a cult known as Los Illuminados.

As Leon continues his search, it becomes clear that this is more than a simple kidnap-and-ransom case. The cult founder Osmund Saddler plans to use parasitic organisms known as "Plagas" to bring influential people from every country of the world under his direct control, and thus shape the world in his image.

While in the village, Leon finds himself face-to-face with Ada Wong and Jack Krauser, two of the last people he ever expected to see again. He has little time to be surprised, though, as he is immediately thrown into battle with monstrous humans transformed by the Plaga parasites.

Leon was one of a handful of survivors of a massive viral outbreak in Raccoon City in 1998. Fresh out of the academy and in his first day with the department, he was forced to deal with both a biohazard situation and streets running rampant with zombies. There, he met Claire Redfield and Ada Wong, and worked with both of them to find a way to safety. Though Ada was secretly a spy hired by one of Umbrella's rivals, the two gradually bonded. When Ada was apparently killed by a B.O.W., Leon swore that he would bring down Umbrella at any cost.

PERSONAL DATA	
AGE	27
BLOOD TYPE	A
HEIGHT	180 CM
WEIGHT	UNKNOWN
CURRENT UNIT	U.S. AGENT

Following the incident, a government intelligence officer recruited Leon to begin training to become a US Agent, deeming that a survivor of Raccoon City must have exceptional potential in physical prowess and judgment. Naturally, his Police Academy training was not enough, and Leon went through an intense training period to pick up the skills to become an agent. It was during that time period that he learned that Ada was still alive, and that she had joined Wesker's organization.

Once his training was complete, Leon was dispatched to South America to find a drug lord with connections to a former Umbrella researcher. His support on that mission was Krauser, a member of US SOCOM. Krauser had a history of brave service, but found himself outdone time and again by the more kind-hearted Leon. Upon completion of their mission, Krauser was discharged, and was later reported to have died in an accident.

Now in the European countryside in 2004, Leon sees with his own eyes that Ada is really alive, and is shocked to see that Krauser didn't really die either. Ada manages to elude him and escape with a Master Plaga sample, but he destroys the cult and Krauser with it, and returns Ashley to safety. Returning home with mission accomplished, Leon writes the "Kennedy Report" detailing everything he learned about the Ganados. The report is classified, for the eyes of only the US Government and the BSAA.

About a year later, a T-Virus outbreak occurred in America's Harvardville Airport. Leon was given charge of a special response team to handle the threat, and when he arrived at the airport, he happened to run into Claire. The two dealt with the zombies and saved the people there, but immediately after, they were forced to resolve a string of bioterrorism incidents revolving around WilPharma, the company that took Umbrella's place at the head of the pharmaceutical world.

STORY
CHARACTER
CREATURE
ITEMS
VISUAL WORK
EXTRAS
KEYWORD
DATABASE

ADA WONG

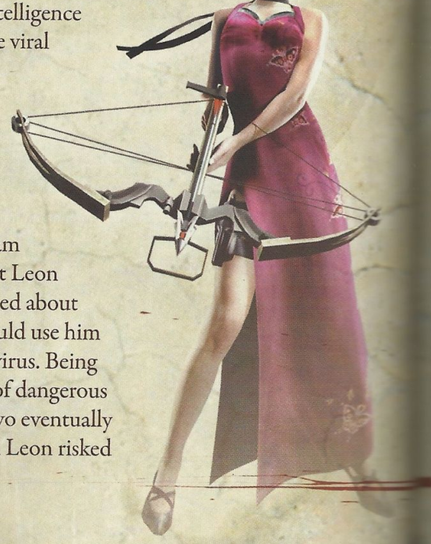
PERSONAL DATA	
AGE	UNKNOWN
BLOOD TYPE	AB
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN
CURRENT UNIT	UNKNOWN

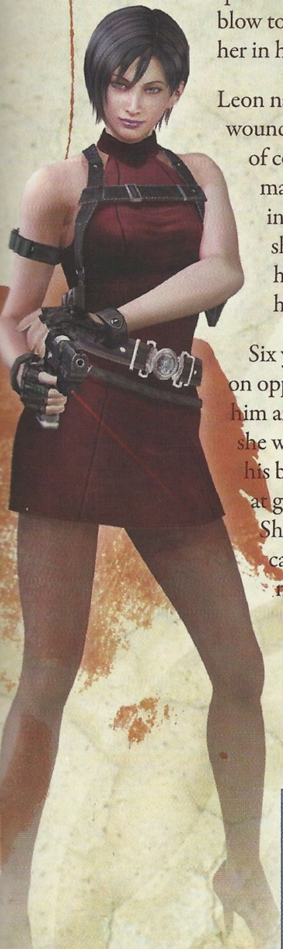
An oriental beauty who wears a crimson cheongsam embroidered with butterflies. She is a top-notch fighter and a skilled spy whose background is a complete mystery. Even her name, Ada Wong, is merely a pseudonym.

On order of Albert Wesker, she infiltrated the home base of the Los Illuminados cult to bring back a sample of the Master Plaga.

One look at her in her long cheongsam might lead you to believe she's not suited for heavy action, but she's found ways to make sure her fashion doesn't interfere with her job. She's altered the bodice to a low-cut western style, and increased the length of the leg slit for easy access to her thigh holster. Her gadgets are similarly fashionable, such as her delicate and stylish hook shot, and flash grenades shaped like sunglasses. Her decision to dress in her own style in any situation is her way of asserting her femininity.

Ada was working for a rival to the Umbrella Corporation gathering intelligence in Raccoon City when the viral outbreak occurred. She was then ordered by fellow company member Albert Wesker to retrieve a sample of the G-Virus in development by Umbrella's William Birkin. When she first met Leon in the police station, she lied about her identity so that she could use him to obtain a sample of the virus. Being stuck together in a string of dangerous situations, however, the two eventually became quite close. When Leon risked



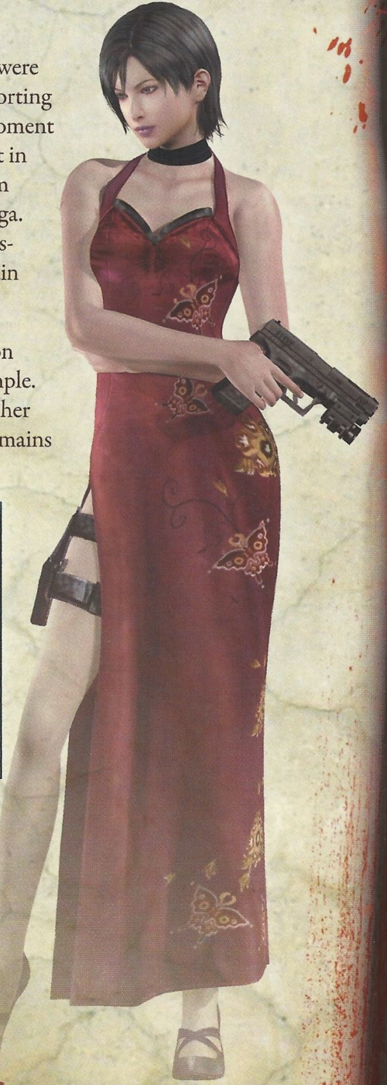


his life to protect her, she began to fall in love with him, and within the span of a few hours she would do the same for him. She took a critical blow to save Leon from an attack by the B.O.W. Tyrant, and as he held her in his arms, her breathing slowed.

Leon naturally assumed the worst. However, despite being gravely wounded, Ada wasn't dead. Perhaps she intentionally misled him out of concern, afraid her injuries might make her a burden to him. She made her way to a hotel in the city where she found Wesker watching her on his computer. She showed him a sample of "G," which she had collected from William Birkin's body after he injected himself with the G-Virus. Wesker immediately sent a rescue helicopter to get Ada out of Raccoon City.

Six years later, Ada appeared before Leon again. They were on opposite sides now, but she still remained close, supporting him and offering advice when he was in trouble. One moment she was throwing him a rocket launcher to help him out in his battle against Saddler, the next, she was holding him at gunpoint while she stole a sample of the Master Plaga. She then gave him a key to a jet-ski so that he could escape. It's almost as if she enjoys the on-again, off-again nature of their relationship.

Getting on board a helicopter from an organization other than Wesker's, she disappeared with the sample. She has stated that it has all been to get closer to "her own objective," but the nature of that objective remains shrouded in mystery,



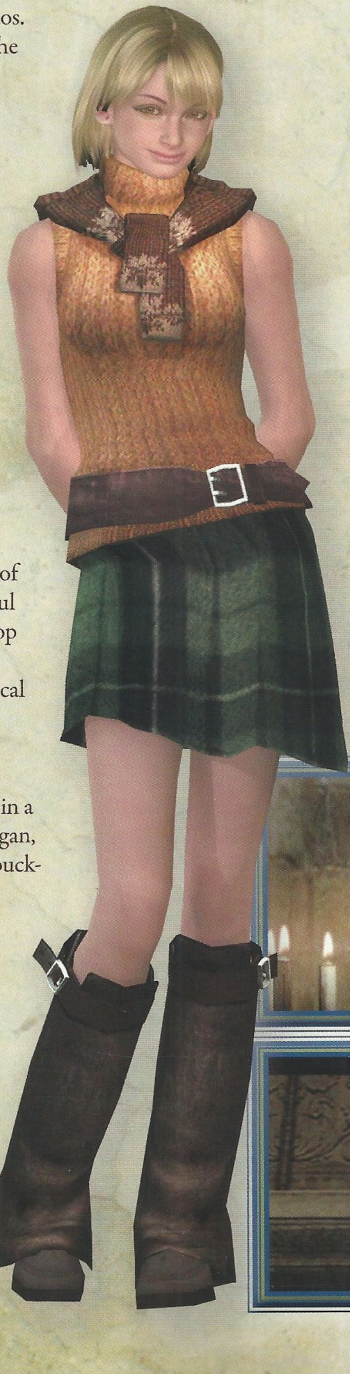
ASHLEY GRAHAM

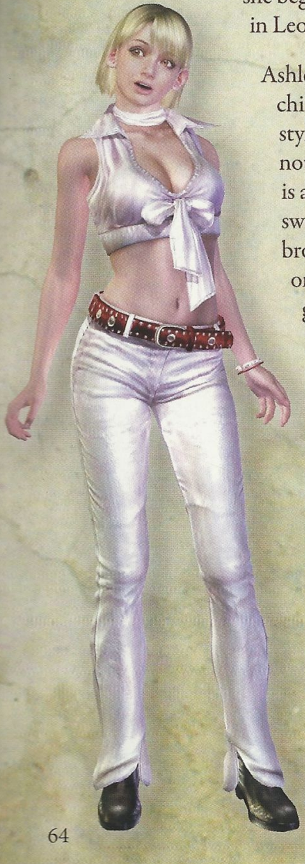
PERSONAL DATA	
AGE	20
BLOOD TYPE	UNKNOWN
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN

The only daughter of the President of the United States. Her upper-class upbringing has made her somewhat headstrong, but she has an optimism that makes her truly fearless. On her way home from college in Massachusetts, she was abducted by Krauser. He took her to a village in Europe that was home to the cult Los Illuminados. The people of the village had gone mad under the control of the parasitic "Plagas." She was found by Leon, who protected her through numerous Ganados attacks to lead her to safety.

She was already implanted with a Plaga egg by the time Leon found her, and as they were escaping, signs of assimilation began to show themselves. At first, she was understandably panicked about the unspeakable horror growing inside her body, but she eventually calmed down enough to joke about it, and was even able to help Leon out of a few scrapes herself. Seeing her tenacity in the face of such a cruel situation gave Leon the courage to go on.

The minute she was back home safely, perhaps as a result of her tremendous relief, she began to show an intense interest in Leon.

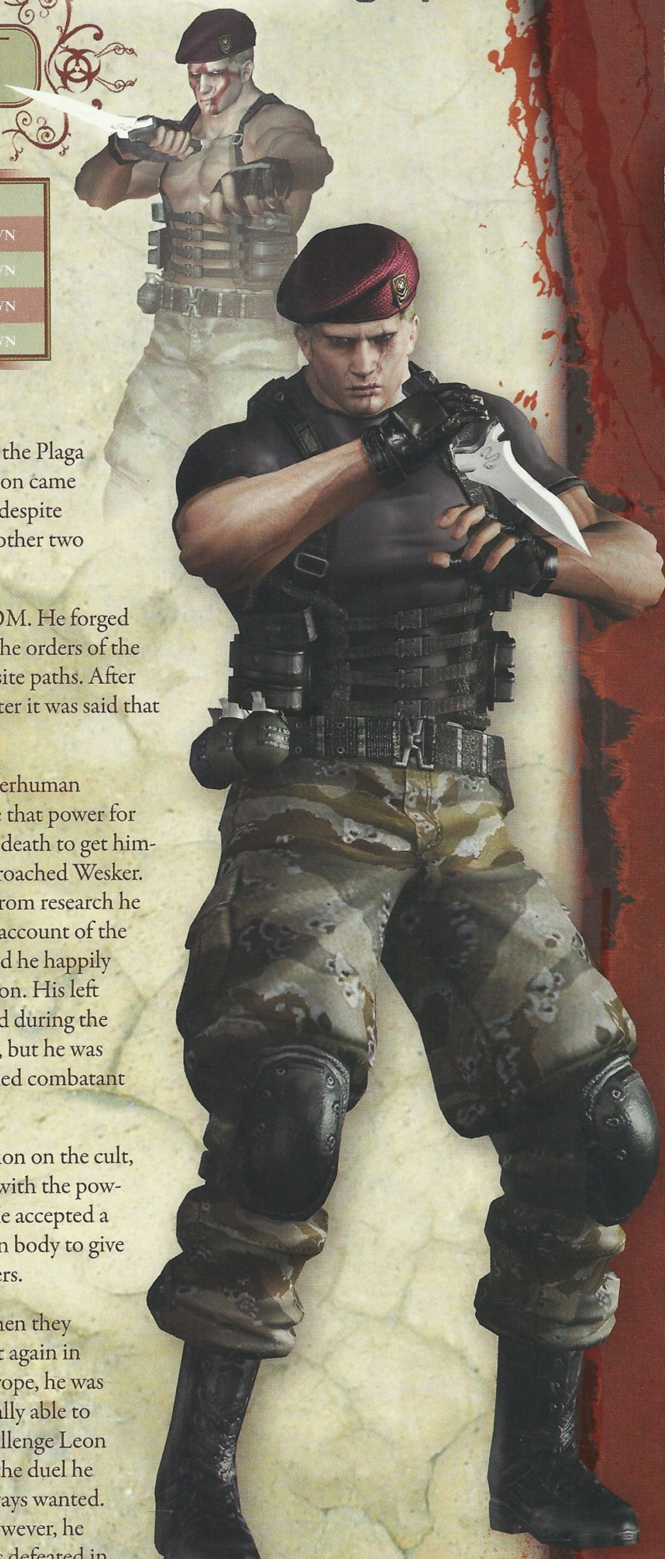




Ashley's mannerisms are somewhat childish, but she has a mature sense of style, to which Luis Sera takes careful note when he first meets her. Her top is a sleeveless, form-fitting orange sweater, over which she ties a practical brown cardigan with a knit pattern on the sleeves. Below, she wears a green plaid miniskirt cut on the bias. Brown accents her outfit in a nice balance across her cardigan, belt, and boots, with silver buckles to add a hint of class.

Her other outfit is a white top/pants combo. The blouse is quite revealing, but a silk ribbon hanging from the breastbone adds a touch of elegance. The outfit is accented by a burgundy belt and a matching white bracelet.

JACK KRAUSER

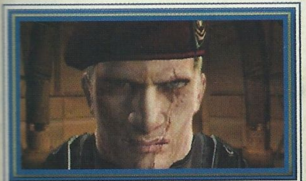


PERSONAL DATA	
AGE	UNKNOWN
BLOOD TYPE	UNKNOWN
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN

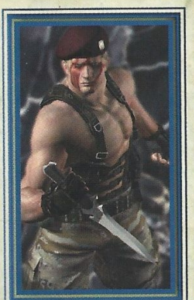
Krauser went to Europe and infiltrated the Los Illuminados cult on Wesker's orders to acquire a sample of the Master Plaga. In order to ingratiate himself to the cult's inner circle, he headed up the kidnapping of the President's daughter, Ashley Graham. Afterwards, he was welcomed by the cult's leadership, but still couldn't get close to the Plaga sample. Reluctantly, he had to accept help from Ada. When Leon came to Europe to save Ashley, the two ended up on opposing sides, despite the fact that they had been partners risking their lives for each other two years ago on a mission in South America.

Krauser had been in South America as a member of US SOCOM. He forged a rivalry with Leon that bordered on jealousy, as Leon was on the orders of the President himself. Even back then, the two were walking opposite paths. After completing his mission with Leon, Krauser was discharged. Later it was said that he died in an accident, but his body was never discovered.

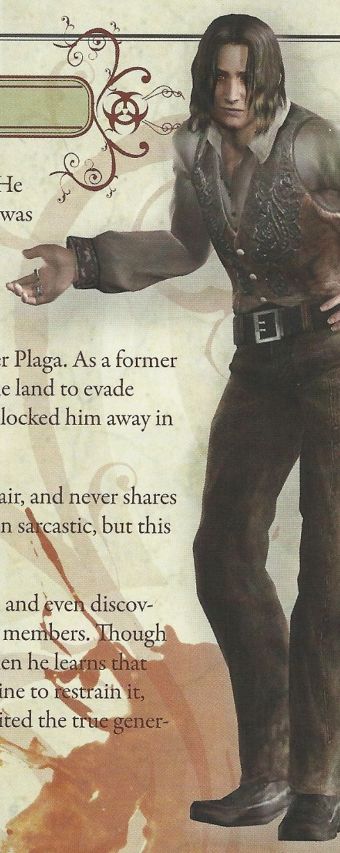
The mission in South America had given him a taste of the superhuman potential of the B.O.W, and he found himself driven to acquire that power for himself. He faked his own death to get himself off the radar, then approached Wesker. Krauser knew about him from research he had done based on Leon's account of the Raccoon City incident, and he happily joined Wesker's organization. His left arm had been badly injured during the mission in South America, but he was still very strong, and a skilled combatant with a knife.



While acquiring information on the cult, Krauser became obsessed with the powers offered by the Plaga. He accepted a Control Plaga into his own body to give himself superhuman powers.



When they met again in Europe, he was finally able to challenge Leon to the duel he always wanted. However, he was defeated in the end.



LUIS SERA

PERSONAL DATA	
AGE	28
BLOOD TYPE	UNKNOWN
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN

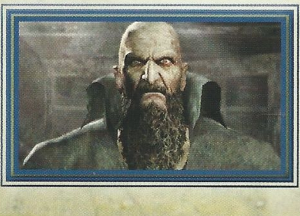
A Latino man whom Leon met in a dilapidated house. He claimed to have been Madrid police at one time, but he was actually a former researcher for the Los Illuminados cult. He studied the parasites out of scientific curiosity, but when he learned that his research would be used for nefarious purposes, he turned against them, and hatched a plan to escape with a sample of the Master Plaga. As a former resident of the cult's village, he used his knowledge of the land to evade capture for some time. Eventually they caught him, and locked him away in a house outside of town.

He deflects questions about his past with a lighthearted air, and never shares his true feelings. He prefers to make smalltalk and is often sarcastic, but this is all meant to mask his incredible distrust of others.

A brilliant scientist, Luis knows a lot about the parasites, and even discovered a way to remove parasite eggs implanted by the cult members. Though his initial decision to escape from the cult was most likely one of simple self-preservation, when he learns that Leon and Ashley are infested with Plaga larva, he returns to Salazar's castle to procure medicine to restrain it, regardless of the danger to himself. There is no question that meeting Leon and Ashley reignited the true generosity of his spirit.

BITORES MENDEZ

PERSONAL DATA	
AGE	UNKNOWN
BLOOD TYPE	UNKNOWN
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN

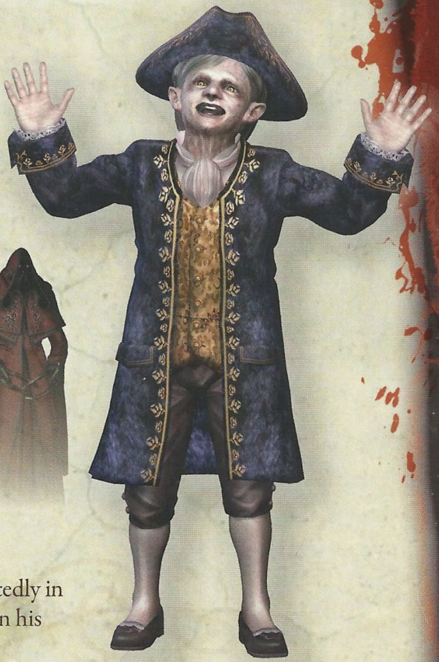


Pueblo's village chief. He is a large man with a long beard who always appears dressed in a trenchcoat. He is a loyal subordinate and enforcer for Osmund Saddler, the head priest of the Los Illuminados cult, for whom he harbors a deep respect. The parasite inside him is known as a "Control" type, which makes him different from a standard Ganado. It gives him powers far greater than an ordinary man, while letting him keep his independent will.

When Mendez learned that Leon was coming to investigate the village, he directed the villagers to increase the defenses around the town. On his first meeting with Leon, he let him live, having realized that Leon also had a Plaga egg implanted within him. Saddler ordered him to keep an eye on Leon and just wait for the parasite to mature inside of him. However, Mendez felt a sense of growing anxiety over the way Leon continually evaded the traps he sets for him, and tried to dispose of Leon anyway. His left eye is artificial, and doubles as the key to the front gate of Salazar Castle. This is a symbol of his determination to be the wall protecting the cult from outsiders.

RAMON SALAZAR

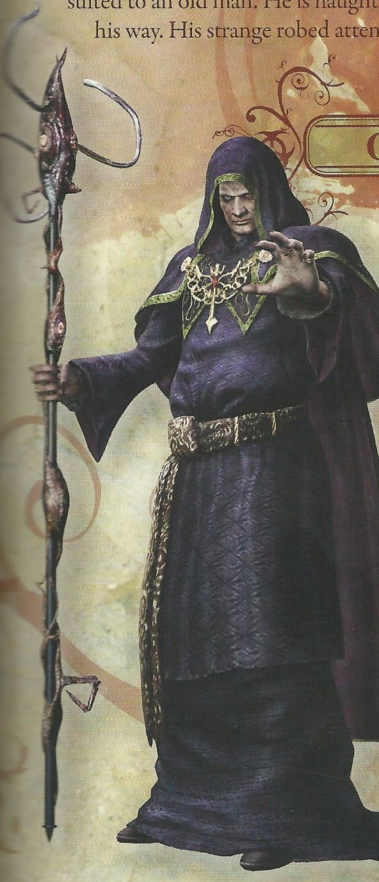
PERSONAL DATA	
AGE	20
BLOOD TYPE	UNKNOWN
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN



The eighth head of the Salazar family, hereditary rulers over the local territory. As a child, the orphaned Salazar fell easily under the sway of the leader of the Los Illuminados cult, Osmund Saddler. Under Saddler's influence, Salazar turned his back on the will of his predecessors – who had suppressed Los Illuminados to protect the locals – and ordered the parasitic "Plagas" unsealed from beneath his family castle. Salazar reveres Saddler, and cooperated with him whole-heartedly in expanding the cult's influence throughout his domain. He has a Master Plaga in his own body, which gives him control over the cultist Ganados in his castle.

Salazar's appearance is unsettling, with a child-like face covered in wrinkles more suited to an old man. He is haughty and cruel, with a tendency to throw childish tantrums when things don't go his way. His strange robed attendants are known as Verdugos, bio-weapons engineered by the cult.

OSMUND SADDLER



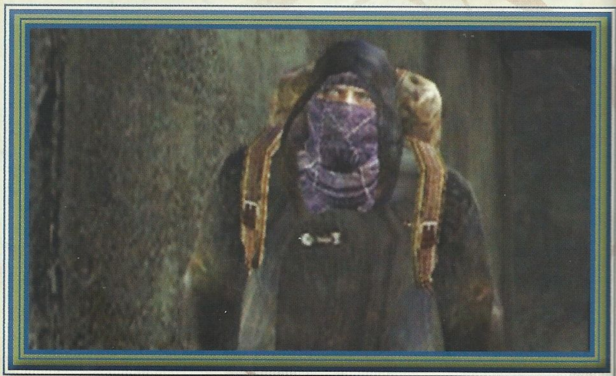
PERSONAL DATA	
AGE	UNKNOWN
BLOOD TYPE	UNKNOWN
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN

The high priest of the Los Illuminados, an ancient European folk religion. After securing the aid of the local lord, Salazar, he was able to once again spread his faith through the use of the parasitic Plagas. There are two types of Plagas: Subordinate Plagas, who have the power to control their hosts' minds, and Master Plagas, who control the Subordinates. Saddler uses these properties to keep an iron grip on the region. His ambition does not stop there, however, and has recently begun studying ways to use the parasites to engineer new biological weapons. He even has his sights set on world domination, the first step of which is to kidnap the American President's daughter, Ashley. After getting the heads of the world's most powerful nations under his control, he intends to expand his influence over the entire world.

His purple mantle signifies his status as supreme leader of the cult, and he carries a staff adorned with a live Plaga. Despite his anachronistic appearance, his robes conceal a tentacle with a sharp blade mounted at the end. Turn your back on him at your own peril.

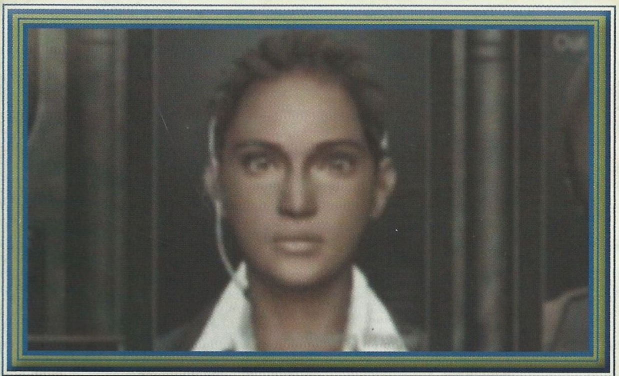
THE MERCHANT

PERSONAL DATA	
AGE	UNKNOWN
BLOOD TYPE	UNKNOWN
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN



A weapons peddler who dresses in a long black coat. A pale blue flame marks the location of his shop, and he appears capable of traveling great distances in the blink of an eye. He carries a wide selection of weapons inside his huge backpack and coat. It is obvious from his appearance that he is a Ganado, but he doesn't seem to regard outsiders as a threat, and will deal with anyone as long as the price is right. No one knows how he gets his weapons, but his selection is enough to impress even Leon. He's very good at his trade, flattering the buyer with phrases like "The choice of an avid gun collector!" and "You'll need guts to buy that weapon!"

INGRID HUNNIGAN



PERSONAL DATA	
AGE	25 (DEGENERATION)
BLOOD TYPE	UNKNOWN
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN

A member of the United States Secret Service, Hunnigan acts in a support role to agents dispatched on special missions. In order to keep Leon's relationship to the President confidential, she relays orders directly from the White House, and supports Leon from home when he flies out to Europe to save Ashley Graham. A serious and intelligent woman, she is thorough in her research and relays her information efficiently. One year after the events in Europe, she provides Leon with the information necessary to save Claire and her team during the outbreak at Harvardville Airport.

MIKE

An army helicopter pilot dispatched by the US Government to assist Leon. He meets up on Leon on the island where Ashley is being held captive, and helps him out during his midnight raid against the Soldiers of the fortress.

Mike's helicopter is equipped with heavy armaments such as vulcans and missiles, and the backup he provides gives Leon a morale boost in his darkest hour. Together, they easily manage to drive back their attackers, and Leon invites him back for a drink when it's all over. Unfortunately, he is soon shot down by Saddler's minions, and becomes but another casualty of this gruesome battle.

PERSONAL DATA	
AGE	UNKNOWN
BLOOD TYPE	UNKNOWN
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN

HUNK

PERSONAL DATA	
AGE	UNKNOWN
BLOOD TYPE	UNKNOWN
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN

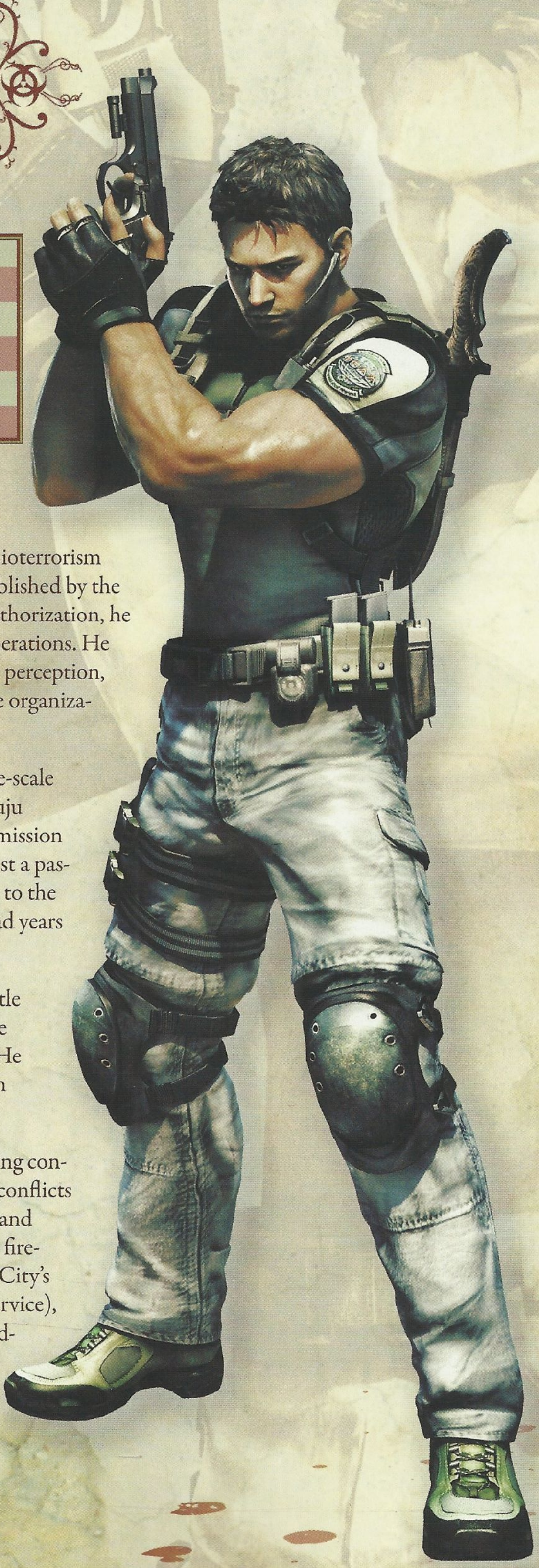
A former member of the Umbrella Security Service. He was part of the elite forces sent into Raccoon City during the outbreak, and became the lone survivor of that mission, a grim honor that earned him the nickname "Mr. Death." His first-class combat skills come from the military training he received at Rockfort Island under the leadership of Alfred Ashford.

When the virus first appeared in Raccoon City, HUNK was sent there under secret order of an Umbrella France executive to infiltrate and recover a sample of the G-Virus. Its inventor, Birkin, had used the G-Virus to transform himself, but HUNK safely recovered the sample. His whereabouts following the fall of Umbrella are unknown.

STORY
CHARACTER
CREATURE
ITEMS
VISUAL WORK
EXTRAS
KEYWORD
DATABASE

CHRIS REDFIELD

PERSONAL DATA	
AGE	35
BLOOD TYPE	O
HEIGHT	185 CM
WEIGHT	85 KG
CURRENT UNIT	BSAA (NORTH AMERICAN BRANCH)



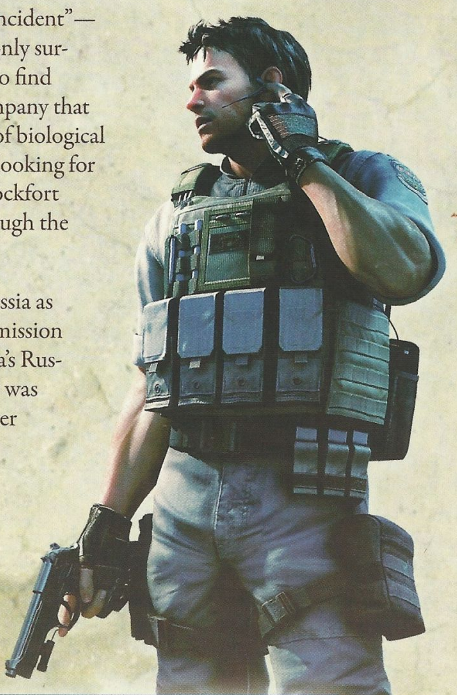
Chris is a member of the North American branch of the BSAA (Bioterrorism Security Assessment Alliance), an anti-bioterror organization established by the Global Pharmaceutical Consortium. As an agent with Level 10 authorization, he is allowed to go on the branch's highest-level investigations and operations. He was one of the BSAA's founding members, and brings his superior perception, wealth of experience, and excellent combat skills to the table as the organization's ace-in-the-hole.

Chris received information from BSAA's African branch that large-scale B.O.W. (bio-organic weapons) trading was going down in the Kijuju Autonomous Zone. He volunteered to join Alpha Team on their mission to arrest the ringleader, Ricardo Irving. Motivating him was not just a passion for the total eradication of bioterror, but a desire to find clues to the location of his former partner, Jill Valentine, who was declared dead years before.

He's built up his body from earlier missions out of his desire to settle a score with Albert Wesker. The last time Chris met him was in the course of his mission to infiltrate the estate of Ozwell E. Spencer. He had been helpless against Wesker then, and as a result, that mission became Jill's last.

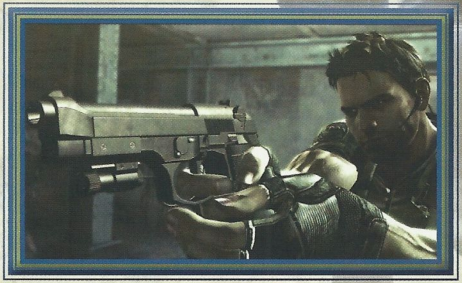
Chris was once a pilot with the U.S. Air Force, where his unwavering conviction proved to be his downfall: He retired following a series of conflicts with superiors. He has been trained in the use of both helicopters and fixed-wing aircraft, and boasts high proficiency in the use of heavy firearms. These abilities resulted in his being scouted by the Raccoon City's elite special forces unit, S.T.A.R.S. (Special Tactics And Rescue Service), where he became a member of Alpha Team. Within the elite squadron, he took on the invaluable role of PM (Point Man). The unit was brought to an end, though, when it was betrayed by its very leader: Albert Wesker.

In 1998, the infamous biohazard—later known as the "Mansion Incident"—unfolded from Arklay Research Facility, and Chris was one of its only survivors. Following that incident, he headed to Europe alone to try to find evidence that would take down Umbrella, the pharmaceutical company that had caused the incident and made its profits off the development of biological weapons. In December of that year, his sister Claire came to Paris looking for him, where she was captured by Umbrella. When Chris flew to Rockfort Island to save her, he had an unexpected reunion with Wesker, though the business between them went unsettled yet again.



Five years after the Mansion Incident, Chris and Jill traveled to Russia as part of the Private Regional Biohazard Containment Unit. Their mission was to take out a new type of B.O.W. being developed by Umbrella's Russian branch, codenamed T-A.L.O.S. As fate would have it, Wesker was infiltrating the facility at the very same time, but Chris and Jill never became aware of his presence.

Umbrella fell soon after, but the use of B.O.W. in bioterror incidents continued to spread throughout the globe. To crush the last of Umbrella's legacy, Chris and Jill joined the infant BSAA to become part of the illustrious "Original Eleven."



SHEVA ALOMAR

PERSONAL DATA	
AGE	23
BLOOD TYPE	AB
HEIGHT	165 CM
WEIGHT	52 KG
CURRENT UNIT	BSAA (WEST AFRICAN BRANCH)

Sheva belongs to the BSAA's West African branch, where she is assigned as Chris's support during his mission in the Kijuju Autonomous Zone.

Like Chris, she is a SOA (Special Operations Agent; Agent for short), who undertakes special missions as a solo operative. During BSAA operations, however, Agents typically act as a two-man cell, and Sheva's familiarity with the Kijuju region, her skill in martial arts, and her proficiency in English made her the ideal partner for Chris.

Her strong commitment to justice is tempered by an optimistic, gentle demeanor, and she values her friendships deeply, a trait which is shown by her reaction to the death of her beloved friends from Delta Team. The word tattooed on her left arm means "Hero" in Swahili.

Sheva was born in a small factory town in Africa, where she lived a happy life with her parents until she was eight years old. Then, one day, tragedy struck: An accident in the local factory took the lives of all its workers, including her beloved mother and father. The factory's name was Umbrella Plant 57.

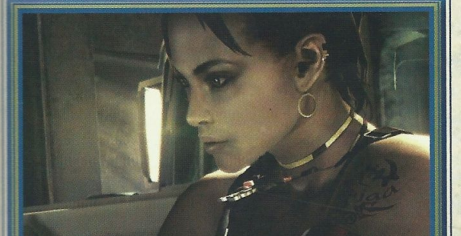
Shortly thereafter, Sheva was adopted by her uncle, who hoped to receive compensation for taking her in. The compensation never came, however, and Sheva soon fled his home. Yearning to see her parents again, she took off across the savanna, hoping to reach her hometown. Though her young legs soon gave out on her, she was thankfully rescued by a local guerrilla group.

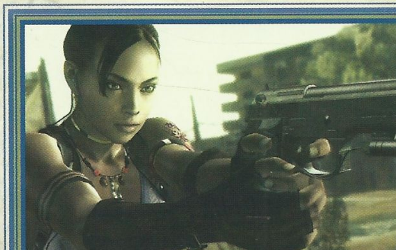
When Sheva told them what she had been through, the guerrillas informed her that what took the lives of her parents was no mere accident, but a test of a biological weapon. The workers didn't know they were working on biological weapons; nevertheless, Umbrella arranged for them to be eliminated in order to cover up the evidence. They didn't stop at the factory, however: With the government's assistance, Umbrella had the whole town destroyed. With no home to return to, Sheva joined the guerrillas, motivated by anger towards the cruelty of Umbrella and the government that allowed them to get away with it.

Though Sheva started out doing random chores for the group, she eventually picked up a gun. Things went on that way until she was fifteen years old, when she was contacted by a man who claimed to work for the American government. The man told her that the guerrillas were planning to buy a biological weapon from Umbrella to use in a terror attack. The man asked for her help in stopping the exchange, promising that the guerrillas would go free: All they wanted was the representative from Umbrella. Sheva believed the man's words, and agreed to cooperate. The plan was a success, but even after the guerrillas went free, Sheva did not return to them.

Sheva was adopted by the man from the government. He brought her to America, where she received a first-class education. Her natural intelligence allowed her to master English in only six months, and she graduated from college two years later. Following her graduation, the man encouraged her to join the recently-formed BSAA. There, she received basic training, followed by eight months of real-world combat training under the guidance of Josh Stone and the Delta Team.

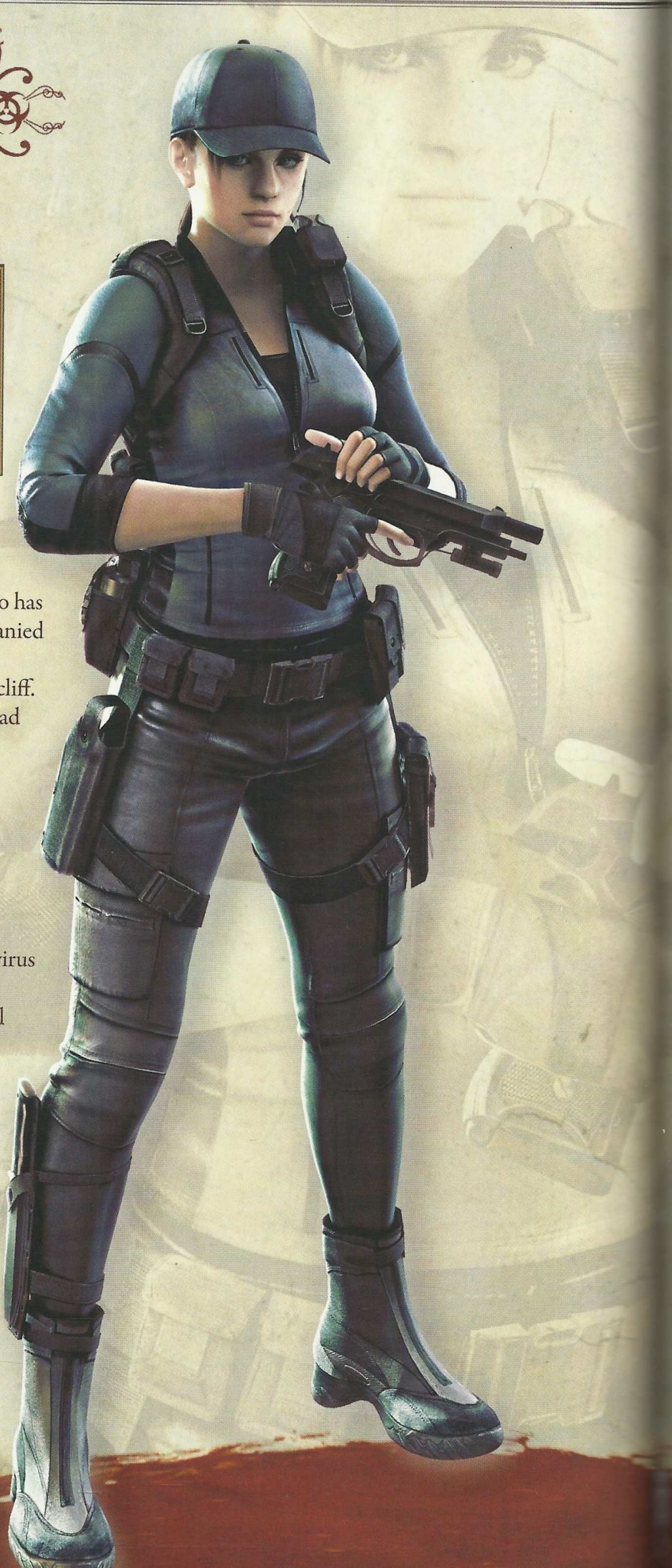
The target of her anger now is not merely the corporation who took away her parents, but all bioterrorism. She chose to have the word "Shujaa" tattooed on her arm to symbolize that aspiration.





JILL VALENTINE

PERSONAL DATA	
AGE	33
BLOOD TYPE	B
HEIGHT	172 CM
WEIGHT	56 KG
CURRENT UNIT	BSAA (NORTH AMERICAN BRANCH)

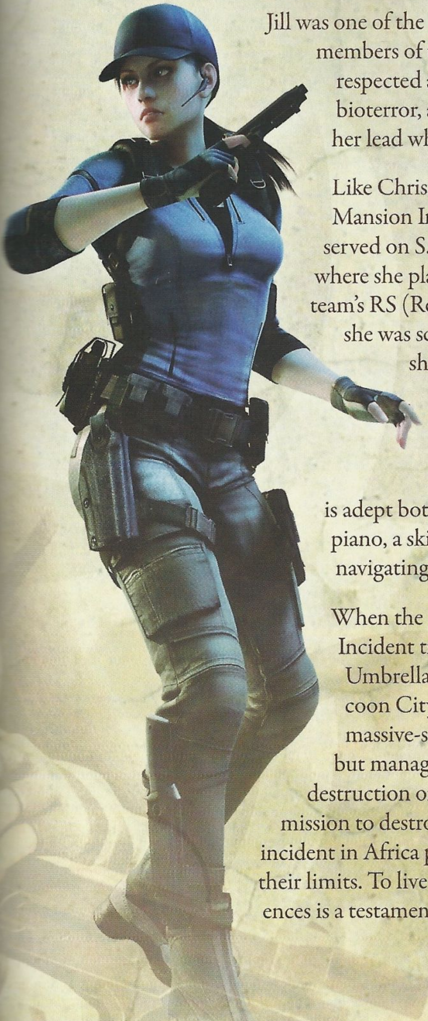


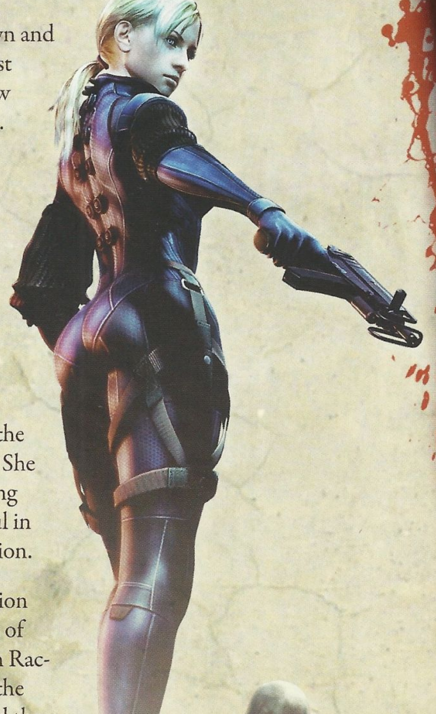
Jill is Chris's most trusted partner, a fellow member of the BSAA who has been with him through thick and thin. In August 2006, she accompanied Chris on the raid on Spencer's estate where they ran into Wesker. Jill was forced to sacrifice herself to save Chris by dragging Wesker off a cliff. Although neither body was ever found, the BSAA proclaimed Jill dead in the line of duty on November 23rd of the same year.

In reality, Wesker had survived the fall, and used the years following their disappearance to revive Jill. He put her into cryostasis in the hopes of using her as a test subject for the preliminary stages of his "Uroboros Project." It turned out, however, that Jill's body contained something valuable beyond Wesker's imagination.

Years earlier, Jill's body had been infected with the T-Virus, and this virus was somehow reactivated by the cold sleep. However, it immediately disappeared again. Careful study revealed the presence of potent viral antibodies inside of her. Though this eliminated her candidacy as a direct test case, her resistance would provide the key to moving the Uroboros Project forward.

Her special properties also made her a test subject for another kind of drug: Tricell's experimental "P30." The drug granted Jill superhuman abilities, but took away her free will. Now under the control of Excella and Wesker, she worked to oppose Chris and Sheva, wearing a hood and mask to hide her true identity. Her sense of justice was in constant struggle with her actions as Wesker's thrall, and when Chris and Sheva finally managed to remove the external P30-administering device, she returned completely to her senses. When the time came for Chris and Sheva to fight Wesker and stop the Uroboros Project, Jill teamed up with Josh Stone from the BSAA West African branch to come to their aid.





Jill was one of the "Original Eleven" founding members of the BSAA. She is well-known and respected as a leader in the fight against bioterror, and Josh was happy to follow her lead when they fought side-by-side.

Like Chris, Jill was a survivor of the Mansion Incident, and previously served on S.T.A.R.S.'s Alpha Team, where she played the role of the team's RS (Rear Security). Before she was scouted for S.T.A.R.S., she participated in the US Army's Delta Force training program, where she received an education in the disarmament of explosives. She is adept both at picking locks and playing piano, a skillset that proved most useful in navigating the traps of Spencer's mansion.

When the other survivors of the Mansion Incident traveled to Europe in pursuit of Umbrella, Jill continued her search in Raccoon City. She became caught up in the massive-scale biohazard that unfolded there, but managed to escape before the complete destruction of the city. Jill later joined in the mission to destroy T-A.L.O.S. in Russia, and the incident in Africa pushed her mind and body to their limits. To live through such a range of experiences is a testament to her superlative survival skills.

ALBERT WESKER

PERSONAL DATA	
AGE	48 (RE5)
BLOOD TYPE	O
HEIGHT	190 CM
WEIGHT	90 KG

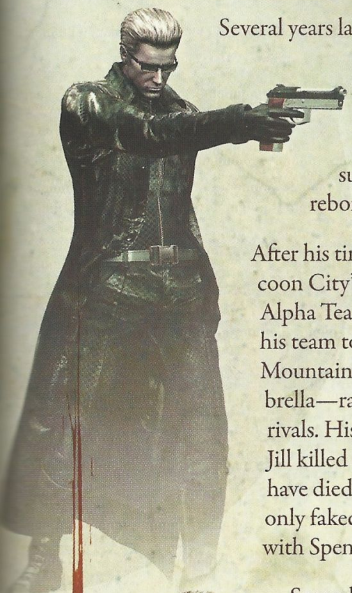
Every time a viral or B.O.W. incident occurs across the globe, one man always seems to be there, either standing at the forefront or controlling things from the shadows. That man's name is Albert Wesker.

Upon learning of the mind-altering properties of certain parasites in Europe, Wesker hatched a plan to obtain a sample of these "Las Plagas" from the Los Illuminados cult. Then, in 2004, he sent Ada Wong and Jack Krauser to infiltrate the cult and return with a sample of a control Plaga. His best-laid plans went foul, however, as Krauser was defeated by Leon, and Ada betrayed him, bringing him a sample of an inferior subordinate Plaga. Undeterred, Wesker later acquired a dead control Plaga through alternate channels.

Five years later, Wesker appeared in Africa, with both the pharmaceutical branch of the company Tricell and one of its major players, Excella, under his command. He wanted to use them to bring about his dream: The realization of the "Uroboros Project."

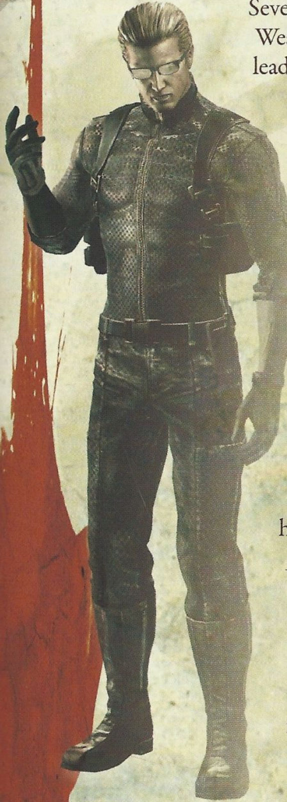
Wesker had once served Spencer as a genetic researcher with Umbrella, and he had inherited Spencer's long-cherished wish—to use the Progenitor Virus to create a new race of humanity. Wesker's entire blood-stained history was in the service of this, his "father's" ambition.

As president of Umbrella, Spencer poured his life's blood into the development of B.O.W.s. Behind his actions, however, lay a far grander and more terrifying motivation: To use viruses to evolve humanity, and declare himself God in a new world of his own making. The realization of this dream, however, would require preparation. He amassed some hundred children with superior genes from around the world, then inoculated them with the Progenitor Virus to further increase their intelligence and grant them superhuman abilities. The plan was named "Project Wesker," after Spencer's head researcher at the time, and all of the children were thus given the surname "Wesker." These children were sent all around the world, and kept under close supervision.



Several years later, Albert Wesker surfaced again in Umbrella's Management Training Facility in Raccoon City. Spencer recognized him as the pinnacle of the already-elite group of "Wesker children" and wanted to keep him close by. Spencer then pushed forward the next stage of the Wesker project: injecting all the Weskers with an experimental virus. Almost all of the subjects died, but Albert was one of a small handful of survivors. He was then reborn with superhuman abilities that put him on the level of a B.O.W.

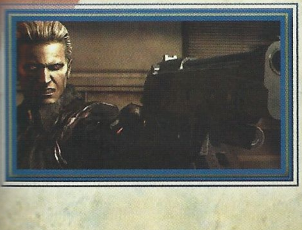
After his time at the Arklay Research Institute, Wesker joined up with Raccoon City's special forces, S.T.A.R.S. He nominally served as captain of Alpha Team, but was secretly acting as a spy for Umbrella. He sacrificed his team to acquire B.O.W. combat data in a mansion in the Arklay Mountains, but he had no intention of turning the data over to Umbrella—rather, he meant to take it with him to one of Umbrella's rivals. His plans were shattered, however, when Chris and Jill killed the B.O.W., Tyrant. Wesker was thought to have died at that time as well, but in fact, his death was only faked, as part of the process of injecting himself with Spencer's virus.

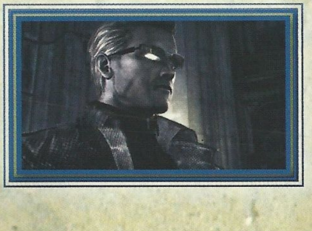


Several months after the Mansion Incident, Wesker surfaced again at Rockfort Island, leading an invasion force for Umbrella's rival. He successfully stole the T-Veronica, and had an unexpected reunion with Chris, who had come there to save his little sister.

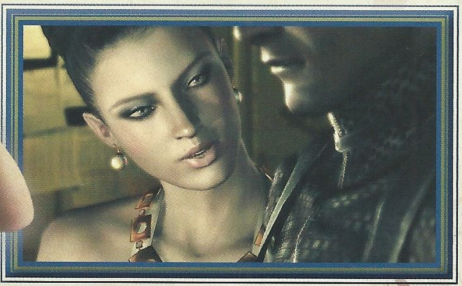
In 2006, Wesker brought an end to the man who had made him. Chris and Jill also happened to be there to apprehend Spencer, but could not hope to compete with Wesker's superhuman abilities. He made sport of them both, but as he moved in to finish Chris, Jill charged at him and took him with her off the cliff. Wesker survived, took Jill in and injected her with the P30 drug to keep her under his strict control. Afterwards, he deepened his involvement with Tricell, in hopes of using them to achieve the Uroboros Project.

Wesker's condition was not entirely stable, and in order to maintain his condition, he regularly had to inject himself with a drug called PG67A/W. Chris and Sheva caused him to overdose on this drug, thus weakening his abilities. In one final attempt to destroy them forever, Wesker injected himself with Uroboros—an attempt that proved in vain. Wesker was defeated by Chris and Sheva, and his body lost in the lava flow.





EXCELLA GIONNE



PERSONAL DATA

AGE	26
BLOOD TYPE	UNKNOWN
HEIGHT	175.1 CM
WEIGHT	55 KG
CURRENT UNIT	TRICELL AFRICA (CEO)

Excella was born to two noble bloodlines: the famous Gionne trading family of Europe, and the Travis family, founders of Tricell. Her breeding and beauty have convinced Excella of her own genetic superiority, and she has a tendency to look down on others. She inherited her father's business acumen, and skipped several grades through school and breezed through college as a genetic engineering major. Tricell took notice of her skill and brought her into their pharmaceutical division at the young age of 18.

Tricell is a corporate conglomerate divided into three divisions: shipping, natural resources development, and pharmaceutical. The "cell" in their name derives from the Latin word meaning "to hide."

The company began as the merchant company Travis Trading, which was active several hundred years earlier. Travis Trading had a deep connection to Africa thanks to the encyclopedic "Survey of Natural History," researched and written by Henry Travis in the 19th century. The information recorded in Henry's volumes about the country's abundant natural resources would provide the basis for Travis Trading's exploitation of African oil and minerals. The company later began collecting African organisms such as plants, animals, and bugs, which they used as the basis for their pharmaceutical division. By the 1960s the company had taken the new name Tricell, a reference to its three branches.

Excella was passionate, and resolved to be satisfied with no less than the top position in the company. It was perhaps due to these qualities that she caught the eye of Wesker, who passed her information on the Plagas and the T-Virus. Excella used this information to gain more influence within Tricell, and was eventually promoted to the head of the company's African branch. Wesker then exploited her feelings of affection towards him to bring about the restoration of the closed-down Umbrella Africa Research Center, an essential part of his research into the Progenitor Virus. Between reviving the Africa facility and using Ricardo Irving to raise research funds through the black market trading of B.O.W.s, Excella did everything she could to see her beloved Wesker's Uroboros Project become a reality.

Excella had a dream that at the end of the project, she would stand at Wesker's side as queen of his new world. Wesker betrayed her, however, and injected her with the Uroboros Virus. The European beauty would soon die a very unglamorous death as another one of Wesker's monsters.

OZWELL E. SPENCER

PERSONAL DATA	
AGE	75
BLOOD TYPE	UNKNOWN
HEIGHT	179.4 CM
WEIGHT	65 KG

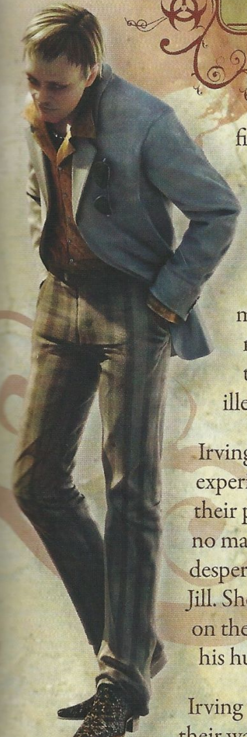
The last surviving founder of Umbrella, Spencer's ambitions have always been slow-burning. It was over the course of years that he arranged for the deaths of his fellow founders, James Marcus and Edward Ashford.

Spencer has a strong sense of elitism, believing that the weak exist to be led by the strong. When he discovered the Progenitor Virus, he realized he could tailor it to make this ideal into reality. Even when he established the Umbrella corporation and began development of the T-Virus, he kept his true intentions secret to all but a select few. When at last Chris and the others brought about the fall of Umbrella, Spencer withdrew from the public eye.

Time passed, and Spencer became a shell of a man. Reduced to life in a wheelchair, he hid from the icy hand of death in a lonely estate, life prolonged by tubes and wires, tormented by the demons of his past. Spencer's greatest fear was that he might die before seeing the realization of his ideal, and placed his last remaining hope with the surviving Weskers—children engineered to bring about the Progenitor Virus's greater purpose—whom he referred to as his masterpiece.

In the end, the BSAA invaded Spencer's remote European manor in the hope of arresting him. But by the time Chris and Jill reached him, he was already dead—undone by the hand of Albert Wesker.

RICARDO IRVING



PERSONAL DATA	
AGE	30
BLOOD TYPE	UNKNOWN
HEIGHT	180 CM
WEIGHT	75 KG
CURRENT UNIT	TRICELL AFRICA

Irving is an arrogant little man who sold his soul for love of money. He doubles as director of Tricell Africa's oil fields, and a dealer on the B.O.W. black market. The profits he earns go to the development of new B.O.W.s, and the B.O.W. demonstrations he performs for clients also serve as experiments into the B.O.W.s' combat potential. The connection between his actions and Tricell Africa's are kept top-secret: Irving has no involvement with the pharmaceutical branch that sponsors the BSAA, and his affiliation with their resource development division is classified. The result is that even when the BSAA formulated their plan to apprehend him, Tricell Africa's name never came up. He was treated as one man acting illegally on his own.

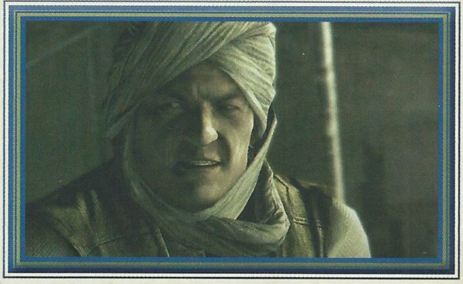
Irving was able to exploit this state of affairs to prepare for the BSAA's arrival, using his experimental prototype B.O.W.s to eliminate the BSAA operatives while gathering data on their performance. He went so far as to turn the people of the Kijuju region into Majini, but no matter what he threw at them Sheva and Chris continued to break through. Growing desperate, Irving retreated to his own property, where he was accosted by the mind-controlled Jill. She ordered him to stop Chris and Sheva once and for all, and gave him a parasite based on the dead control Plaga. Irving reluctantly injected himself with it, but even this sacrifice of his humanity could not bring him victory, and he died at the hands of Chris and Sheva.

Irving was one of the few people who might have known how the European Plagas made their way to Africa, and what kinds of new B.O.W.s had been made from them. Sadly, he took this information with him to his grave.

STORY
CHARACTER
CREATURE
ITEMS
VISUAL WORK
EXTRAS
KEYWORD
DATABASE

REYNARD FISHER

PERSONAL DATA	
AGE	35
BLOOD TYPE	UNKNOWN
HEIGHT	180 CM
WEIGHT	85 KG
CURRENT UNIT	BSAA

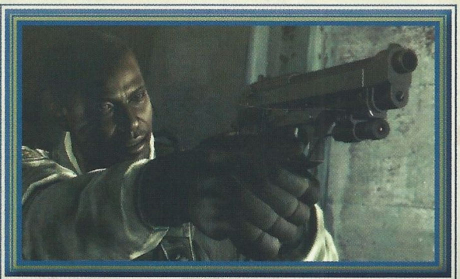


A BSAA spy, Fisher went undercover as a butcher in the Kijuju Autonomous Zone to provide Chris and Sheva with supplies upon their arrival. After successfully rendezvousing with Chris and Sheva, though, he meets a tragic end at the hands of the Majini-turned townspeople.

JOSH STONE

A veteran soldier and member of the BSAA West African Branch, Josh leads the Delta Team tasked with the capture of Irving. His deep compassion towards others earns him the trust of the men serving under him. Sheva also trained under him when she first entered the BSAA. Though he places a lot of weight on protocol, Josh has the flexibility and judgment to adjust quickly when circumstances change.

PERSONAL DATA	
AGE	35
BLOOD TYPE	UNKNOWN
HEIGHT	185 CM
WEIGHT	93 KG
CURRENT UNIT	BSAA (WEST AFRICAN BRANCH)



Josh's Delta team was deployed to compensate for the destroyed Alpha Team, but they too were soon destroyed in a trap set by Irving. Josh himself was captured and taken to the oil fields, where he met up with Chris and Sheva, and joined up with them in their pursuit of Irving. Josh then returned to HQ, where he convinced his superiors—hesitating due to pressure from Tricell—to send back-up for Chris and Sheva. On the way, he found the unconscious Jill, and agreed to take her with him on the helicopter to save their friends.

In addition to independent agents like Chris and Sheva, the BSAA is made up of teams known as SOU (Special Operations Unit). Josh, Dan, and Dave are all SOU in the West African branch.

DAN DECHANT

PERSONAL DATA	
AGE	53
BLOOD TYPE	UNKNOWN
HEIGHT	185 CM
WEIGHT	89 KG
CURRENT UNIT	BSAA (WEST AFRICAN BRANCH)

DeChant was the commander of the Alpha Team first sent to arrest Irving. He took an early retirement from army service in America, and became a soldier of fortune for a private military company centered in Africa. There, he witnessed the tragedies inflicted by B.O.W. on the area, and felt compelled to join the BSAA to try and stop them. He lost his life in an Uroboros attack.

KIRK MATHISON

PERSONAL DATA	
AGE	28
BLOOD TYPE	UNKNOWN
HEIGHT	179 CM
WEIGHT	80 KG
CURRENT UNIT	BSAA (WEST AFRICAN BRANCH)

A pilot-in-training with the BSAA, Kirk had no prior military experience. He used his helicopter to provide air support to Chris and Sheva, but was eventually shot down by the Kipepeo.

DAVE JOHNSON

PERSONAL DATA	
AGE	27
BLOOD TYPE	UNKNOWN
HEIGHT	180 CM
WEIGHT	77 KG
CURRENT UNIT	BSAA (WEST AFRICAN BRANCH)

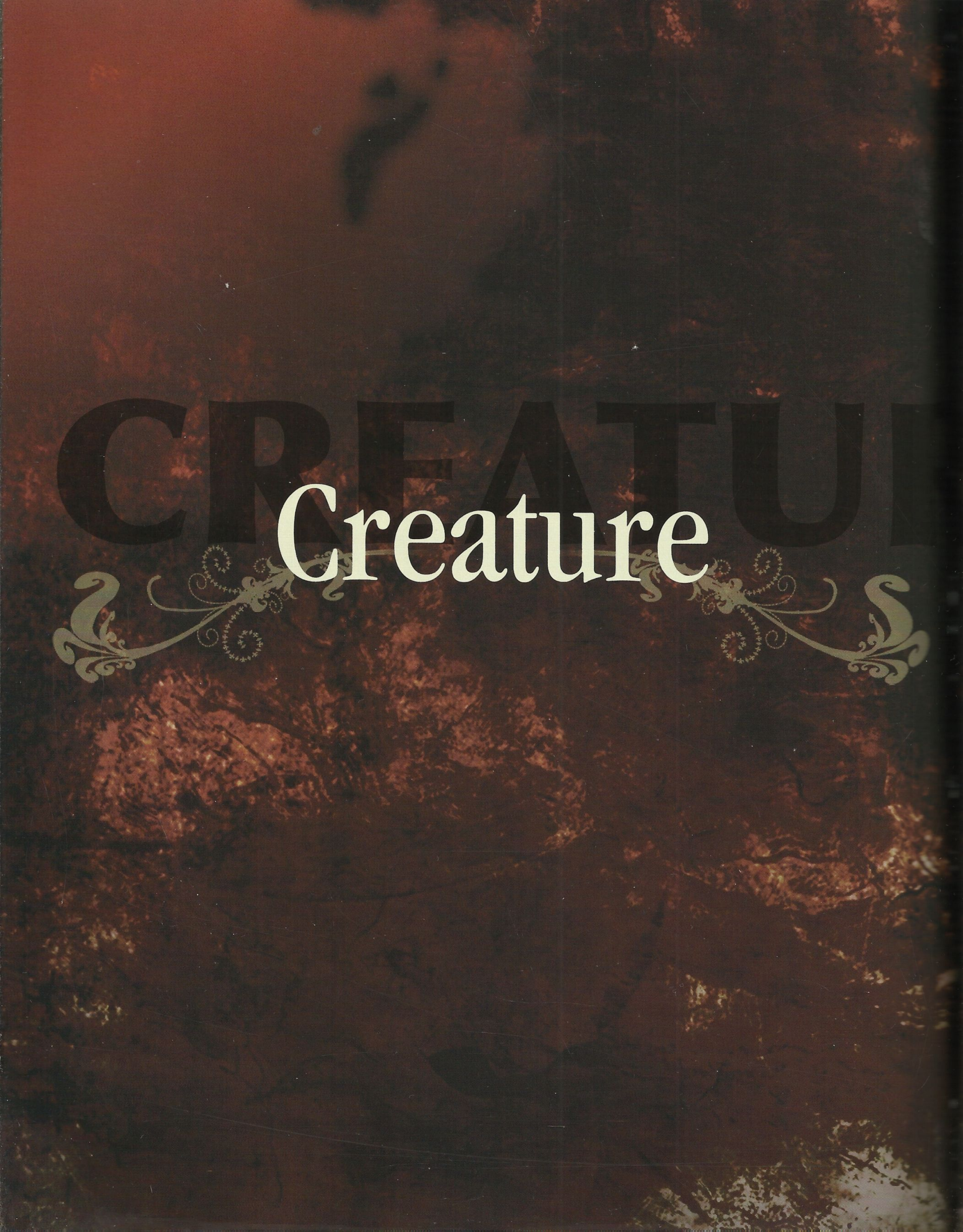
Dave was a champion rally car driver before he joined the BSAA, and his driving technique on the savanna was nothing short of amazing. He was friends with Sheva from their training days in the BSAA, but was later killed by the Ndesu.

DOUG

PERSONAL DATA	
AGE	UNKNOWN
BLOOD TYPE	UNKNOWN
HEIGHT	UNKNOWN
WEIGHT	UNKNOWN
CURRENT UNIT	BSAA (WEST AFRICAN BRANCH)

A helicopter pilot, Doug accompanied Jill and Josh in their mission to rescue Chris and Sheva. He becomes another casualty of war at the hands of the armed Majini.

STORY
CHARACTER
CREATURE
ITEMS
VISUAL WORK
EXTRAS
KEYWORD
DATABASE



Creature

E

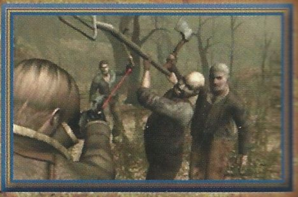
PLAGA

A parasite which has lost its host. In Spanish, "plaga" means "plague", and "las plagas" means "the swarm." Their silhouette adorns the Los Illuminados cult insignia. A Plaga can't live long without a host, and will quickly weaken and die on its own. As a result, a lone Plaga will attack anything in its path in its search for a new host. They are weak against light.

GANADO

A human inhabited by a Subordinate Plaga. In Spanish, the word means "cattle." When a Plaga integrates with a person's central nervous system, they fall under its thrall, and can be easily herded through the use of certain sounds, such as the ringing of bells. They lose their reason, becoming driven only by the Plaga's survival instinct, and demonstrate extreme hostility towards any who are not likewise infested. They maintain their human intelligence, and remain capable of setting traps, using weapons, and communicating with each other. Several kinds of Ganados exist, based on the kind of person they were before they were infested.

VILLAGERS



Ganados made from ordinary townspeople. The first modern appearance of the Plagas was in miners who inhaled the spores of the parasites. Soon after, the cult began actively injecting Plaga eggs into people. These Ganados continue their communal lifestyle just as they did when they were humans, so from a distance it is hard to tell that anything is amiss. However, the moment they notice an intruder in their midst, they become extremely aggressive. They will fall on the intruder with kitchen knives, farm tools, and whatever else they have on hand.

CULTISTS

Followers of the cult of Los Illuminados. Known for their pale white skin and robes, they use powerful weapons like flails, rocket launchers, and personal Gatling guns. The cultists who dress in the gold-trimmed red robes and goat masks have greater endurance than most cultists, and act as commanders on the battlefield.

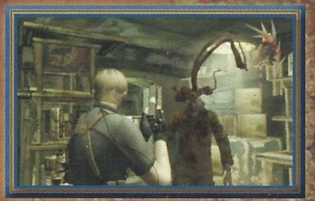
FIGHTERS

These soldiers await you in the island castle. As trained combatants, many of them carry heavier equipment than your standard Ganado. They can use any of the weapons employed by Cultists, as well as advanced weapons like stun rods and morning stars.

GANADO (PARASITE)

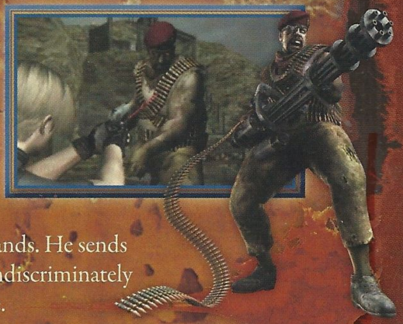
These Ganados have sustained enough damage that the Plaga breaks through its host's head and starts protruding from the neck. Their general combat ability and endurance is a bit higher than that of the standard Ganado, and they can be sub-divided into A, B, and C types based on the parasite's stage of development.

A-types are parasites in the larval stage. They flail around with a long tentacle with a sharp blade on the end. B-types are a mid-stage between larval and adult. They spit acid and have large mouths to bite into their victims. C-types are adult-stage parasites. They are fully grown, and if you do enough damage to one, it will shed its host and come after you as an independent Plaga.



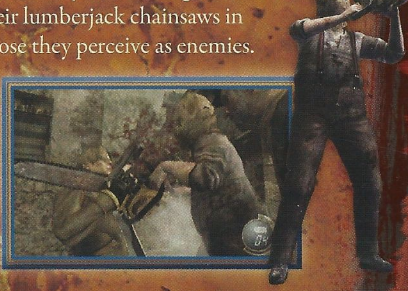
GANADO (GATLING)

A burly Ganado who carries a Gatling gun. He wears a beret and an eyepatch over his right eye. Though normally such a gun would have to be mounted, his Plaga gives him the strength to wield it with his bare hands. He sends down showers of bullets indiscriminately on enemies and allies alike.



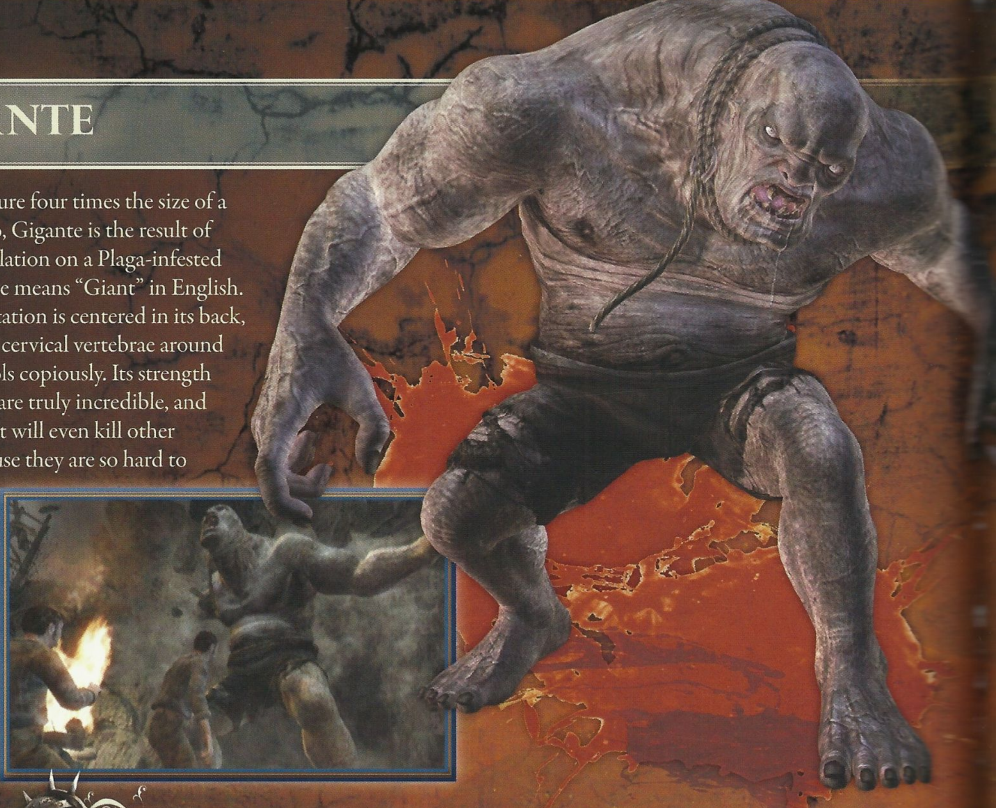
GANADO (CHAINSAW)

These Ganados have a higher compatibility with Plagas than normal, which gives them superior physical strength and endurance. Motivated by their strong destructive urges, they swing their lumberjack chainsaws in restless pursuit of those they perceive as enemies. There are three types: the bag-head man, the bandage-wrapped sisters, and large but nimble man.



EL GIGANTE

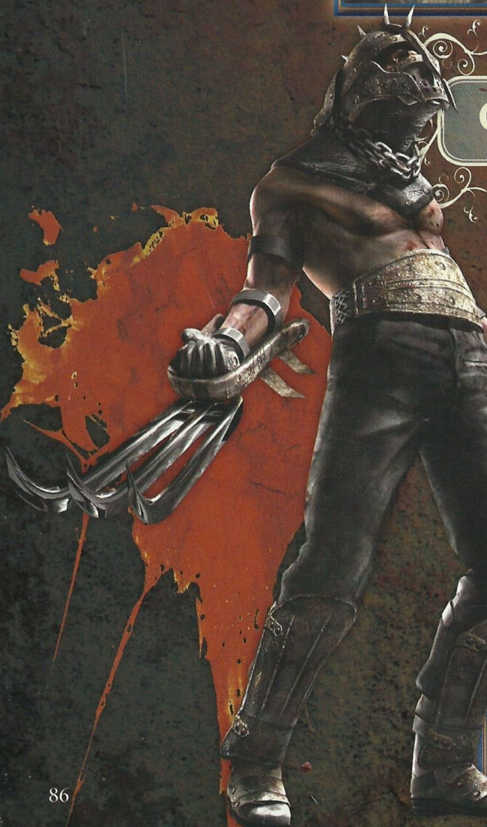
A massive creature four times the size of a normal Ganado, Gigante is the result of genetic manipulation on a Plaga-infested human. Its name means "Giant" in English. The Plaga infestation is centered in its back, particularly the cervical vertebrae around its neck. It drools copiously. Its strength and endurance are truly incredible, and it is so reckless it will even kill other Ganados. Because they are so hard to control, only a few have been created.

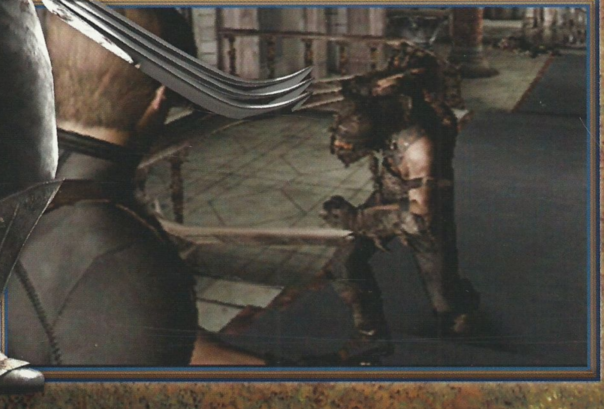


GARRADOR

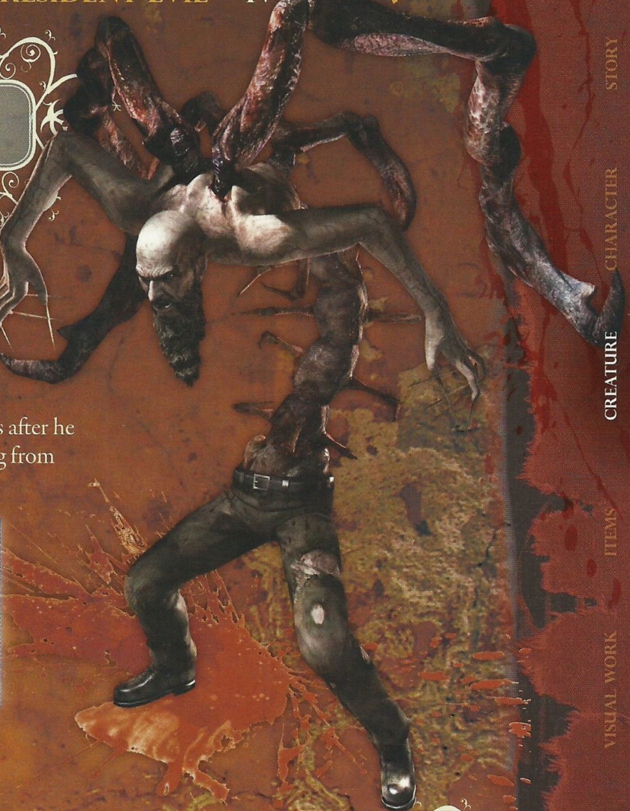
Fighters of incredible physical prowess created from a Plaga-infested, experimentally augmented human. In Spanish, "Garrador" roughly means "Clawed One." Appropriately, they have three curved talons at the end of each arm. They are so aggressive, they will attack anything that enters their line of sight. As a fore-measure, their eyelids are sewn shut, and they're kept tightly bound in cages.

They tend to maintain a slumped posture, keeping their ears open at all times for the slightest sound in their vicinity. In battle, they use their overdeveloped sense of hearing to home in on their target's location, then immediately rip them to shreds with their claws.



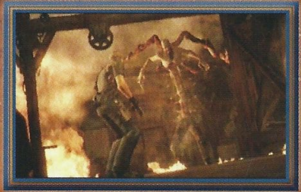


BITORES MENDEZ

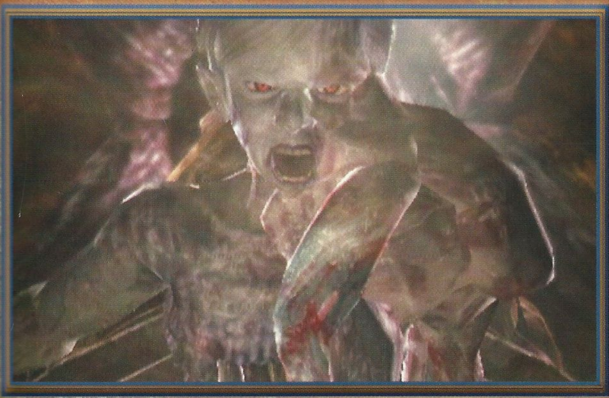


This is the monstrous form taken by village chief Mendez after he unleashes the Control Plaga inside his body. He uses the sharp talons at the end of the two tentacles on his back to run his enemies through, and is extremely strong and tenacious.

His first form is human from the waist down, with the Plaga fusing with him from the waist up. Bone marrow extends out the sides of his overgrown, exposed spinal column in the form of creepy, squirming centipede-like legs. His second form appears after he loses his lower half. In this form, the Plaga can be seen protruding from his exposed tailbone.



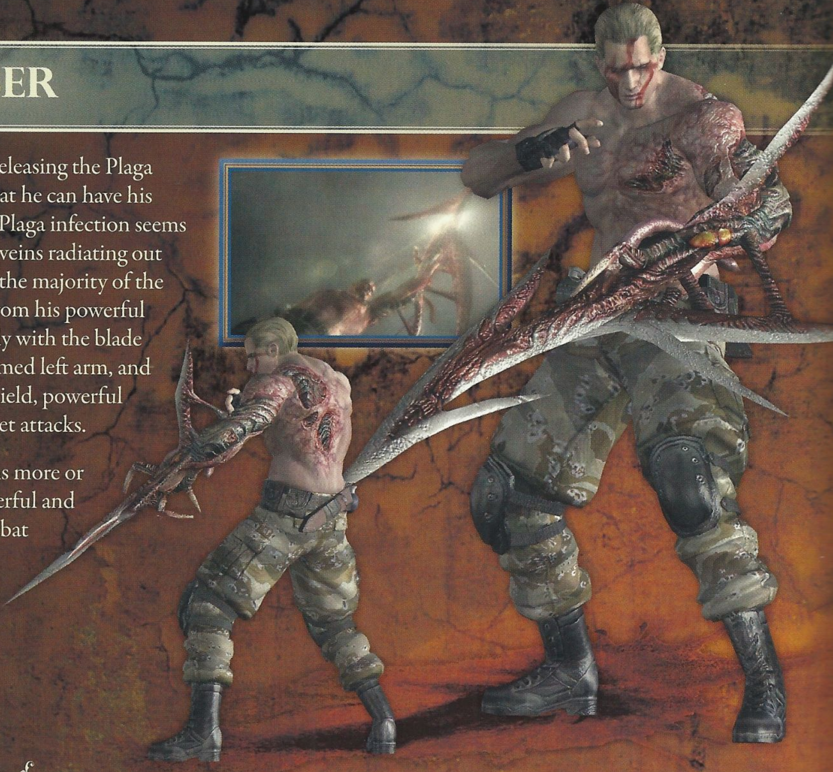
RAMON SALAZAR



This massive monster is created when Salazar and his Verdugo bodyguard merge with a parasite's mother body. Perhaps to emphasize the grandeur of the last of a long line of great lords, this transformation occurs in the top room of the tallest tower in the castle.

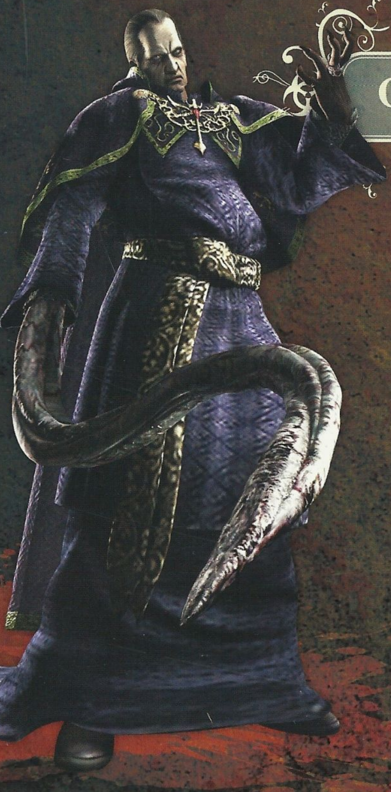
Salazar himself takes shelter in the central organ of the monster's body, while using three long tentacles to attack. The Verdugo resides in the main tentacle, from which it will pursue its enemy using sharp fangs and powerful jaws. The base of the monster's body houses a nest of spore-form parasites, from which it can produce an unending supply of Plagas.

JACK KRAUSER

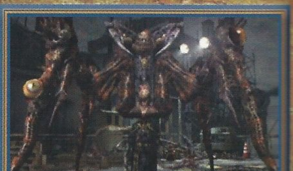


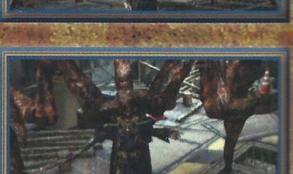
Krauser takes this form by releasing the Plaga slumbering inside him so that he can have his showdown with Leon. The Plaga infection seems to spread along the swollen veins radiating out from his left shoulder, with the majority of the transformation extending from his powerful tricep. He'll slash continually with the blade extending from his transformed left arm, and can even convert it into a shield, powerful enough to deflect even rocket attacks.

While his own body remains more or less human-like, it is as powerful and as suited to close-range combat as Krauser ever was.



OSMUND SADDLER





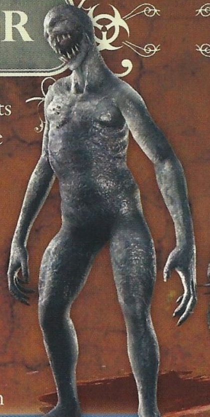
Through the power of the Plagas, Saddler has transformed his own right arm into a tentacle. The tip is sharp enough to effortlessly run a man through.

When Saddler fully releases the power of the Plaga, he transforms into a massive, spider-like creature. Countless tentacles and four crab-like legs emerge from his head, leaving his body little more than a shedded husk. Gnashing jaws sit at the end of his extended neck, and each of his legs is mounted with an eyeball, allowing him an unimpeded, 360 degree view of the battlefield around him.

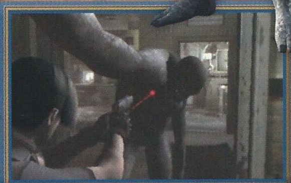
His incredible jumping ability belies his enormous size, and his carapace is so durable that even high-grade weaponry will have trouble making a mark.

STORY
CHARACTER
CREATURE
ITEMS
VISUAL WORK
EXTRAS
KEYWORD
DATABASE

REGENERATOR

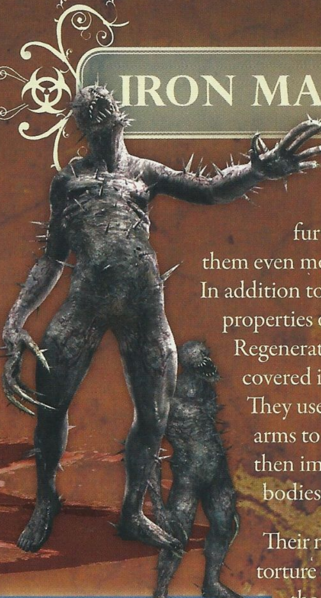


Regenerators are the product of experiments to integrate multiple parasites into a single human host. As their name suggests, they have astonishing regenerative capabilities, and can recover even entire limbs in a matter of moments. Their basic form is humanoid, but they have no ears or nose, and their eyes are tiny red pinpoints. They drool continuously from their huge, fleshless mouths, which are lined with razor-sharp fangs. Although they are slow, their arms can stretch to great distances, allowing them to snatch their prey and snap them back into their waiting maw.



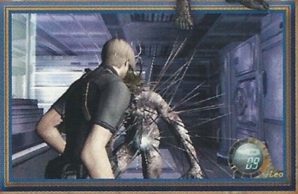
Their smooth bodies are free of sexual characteristics, making it impossible to tell if the original test subjects were male or female. Their internal organs, including their brains, seem to have coalesced into a uniform mass, so that no human intelligence remains within them.

IRON MAIDEN

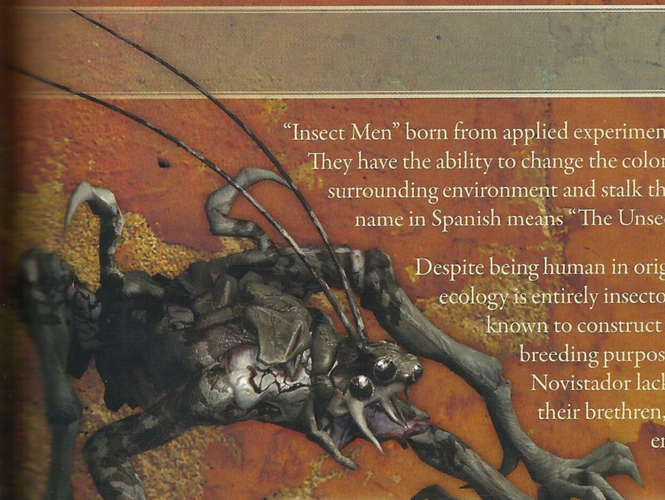


A type of Regenerator, further altered to make them even more suited to combat. In addition to the self-renewing properties of the standard Regenerators, they are also covered in retractable spikes. They use their extendable arms to seize enemies, then impale them on their bodies.

Their name comes from the torture device used during the European renaissance, a coffin-like chamber into which a person was placed to be impaled by the spikes within. It is sometimes known as the "Iron Virgin."

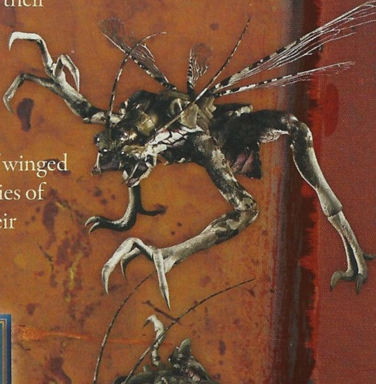


NOVISTADOR



"Insect Men" born from applied experiments as part of the cult's Plaga research. They have the ability to change the color of their carapace to blend in with their surrounding environment and stalk their prey. Appropriately, their name in Spanish means "The Unseen."

Despite being human in origin, their Novistadors' ecology is entirely insectoid, and they are known to construct large nests for breeding purposes. An inferior breed of winged Novistador lacks the camouflage abilities of their brethren, and instead, swarm their enemies in large groups.



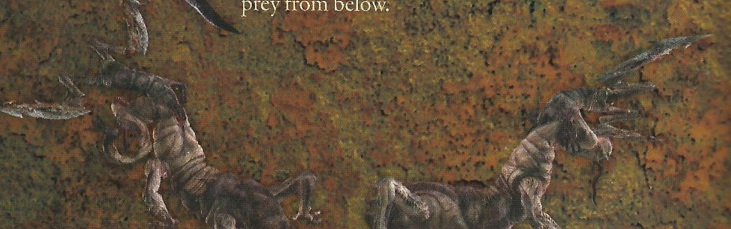
VERDUGO

These creatures were the fruit of experiments into splicing human and insect DNA. Not only do they possess incredible battle prowess, they are completely under the thrall of the Plagas inside of them. They typically appear hooded as Salazar's bodyguards, but their soft robes hide a carapace harder than steel. They are the most resilient of all of the cult's bio-weapons, but supple enough to squeeze themselves into tight places, from which they lash their talons out at their unsuspecting prey.

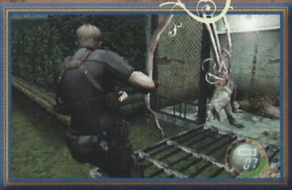
"Verdugo" means "Executioner" in Spanish.

U-3

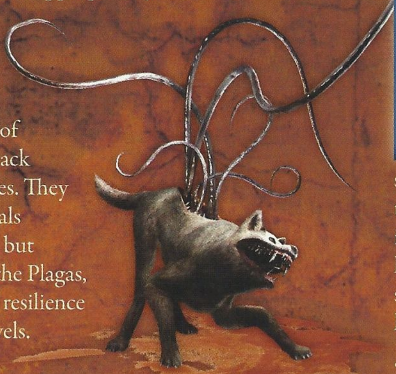
The fruits of applied Plaga experiments by the cult to fuse human, insect, and reptile DNA. The fusion is still imperfect, however, and the result is a grotesque chimera with obvious vestiges of each species. It has three primary stages: In the first, it uses a lithe, whip-like tentacle on its left arm to attack its prey; in the second, the huge, claw-like Plaga extends out from its spinal cord to attack; in the third, it uses its powerful jaws to burrow into the ground and ambush its prey from below.



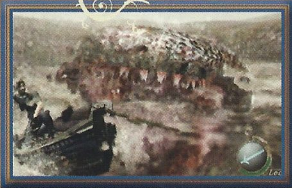
COLMILLOS

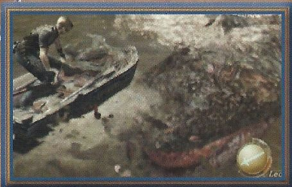


Dogs infested by Plagas. They act in packs, where they use their sharp, exacting movements to overwhelm intruders. In Spanish, their name means Fang, and their razor-sharp teeth are, appropriately, their primary weapon. However, sometimes the Plaga will rip out of their back and attack with their tentacles. They were always animals suited to combat, but after fusing with the Plagas, their ferocity and resilience reaches absurd levels.



DEL LAGO





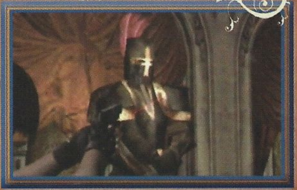
Originally an aquatic life form similar to a salamander, it was used as a test subject in early Plaga experiments. As the parasite grew, so to did the creature, until it reached a massive 20m in length.

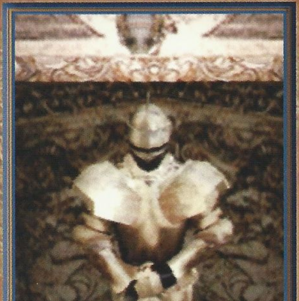
Its Plaga tentacle wriggles inside of its massive mouth, and it uses its wide, flat tail to dispatch swimmers with ease. It has unparalleled maneuverability in the water, but since it cannot be subjugated through its Plaga, it has been isolated in the village lake instead. It has four legs, but they have atrophied to the point where they cannot support its massive bulk. As such, the village's wide, deep lake has become the Del Lago's territory.

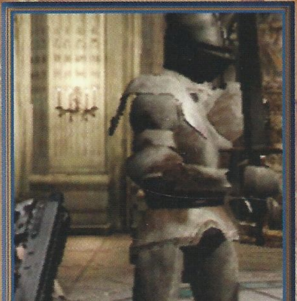
"Lago" means "Lake" in Spanish.

ARMADURA

These creatures come from the Spanish word for "armor," and possess both light- and heavy-armored variations. Plagas who have lost their hosts will inhabit these armored suits, remaining dormant to conserve energy as they wait for a creature suitable to becoming a host. The Plaga stretched out inside the armor and manipulates it with its tentacles, allowing it to move in human-like ways, swing swords and axes to subdue its prey.







MAJINI

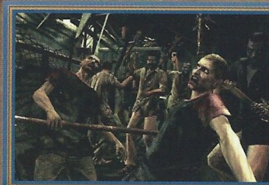
Majini are humans acting under the control of the parasitic bio-weapons "Las Plagas." As such, they will act only under the orders of a specific human. They have lost their personality and ability to reason, but maintain their human intelligence. This means they can communicate basic ideas through speech, wield tools and weapons, and employ group tactics.

Improvements have been made to increase the efficiency of the Las Plagas originally discovered in Europe, and they can now convert an infected host into a Majini within a few seconds. These improved Plagas fetch higher prices on the B.O.W. market.

"Majini" is the Swahili word for "evil spirit."

MAJINI (TOWN)

These are the people of the Kijuju Autonomous Zone (KAZ) as they appear after their conversion into Majini. They have been injected with the "Type 2 Plagas," an improved version of the originally-discovered European Las Plagas. The people of the KAZ were infected as test cases in the study of the Majinis' practical usage as a B.O.W. Their black market dealers collected data on the Type 2 Plagas' transmission rate, restraint, and combat ability.



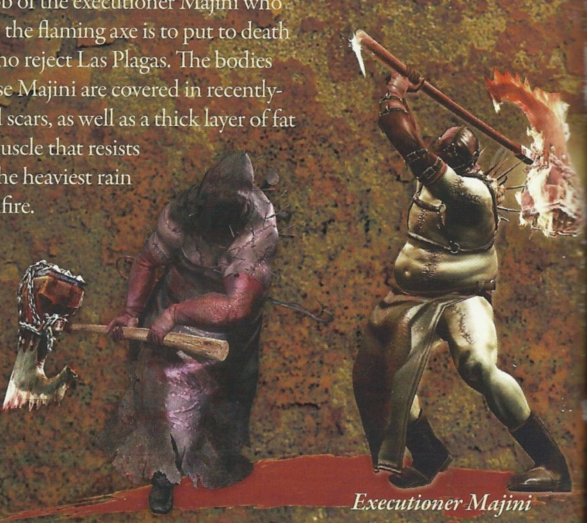
To create a Majini, a matured Type 2 Plaga is administered orally, where it immediately attaches to the central nervous system. This method greatly reduces the time needed to gain control of a host as compared to the pre-modified Las Plagas.

EXECUTIONER MAJINI

These Majini specialize in putting others to death. Their bodies bulge with muscles, and they use their amazing strength to wield a weapon made of a massive guillotine blade held in place with a chain. They use this makeshift axe to pass their gruesome "judgments."

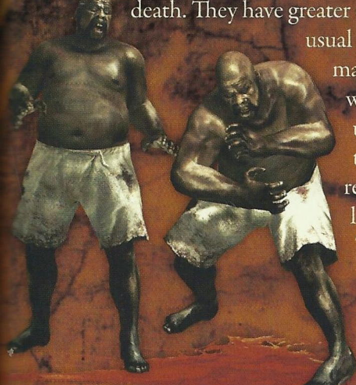
The Majini responsible for the execution of BSAA secret agent Reynard Fisher wields an axe covered in bloodstains. Metal spikes protrude from his upper body. No one knows if these wounds were self-inflicted or the remnants of some previous torture inflicted upon him, but the sight is enough to strike fear in the hearts of any who witness it.

The job of the executioner Majini who wields the flaming axe is to put to death any who reject Las Plagas. The bodies of these Majini are covered in recently-healed scars, as well as a thick layer of fat and muscle that resists even the heaviest rain of gunfire.



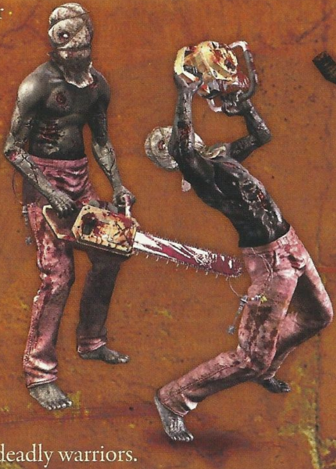
Executioner Majini

BIG MAN MAJINI



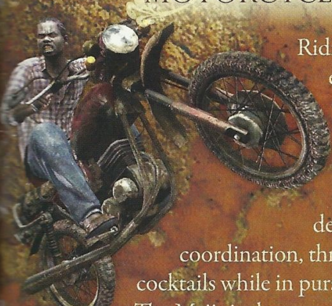
These large Majini are built like wrestlers, and use their overwhelming strength to crush their targets to death. They have greater endurance than the usual Majini: no matter how many times they fall, they will always get back up again. However, their intelligence and reasoning ability is lower than normal. The difficulty they have in following orders makes them difficult to market as bio-weapons.

CHAINSAW MAJINI



These tall Majini wear cloth bags over their heads. They speak few words and tend to be lanky in stature. They are extremely resilient, however, and the threat they pose is increased exponentially by the chainsaw that they wield. No target, no matter how strong, can survive even a single hit from these deadly warriors.

MOTORCYCLE MAJINI

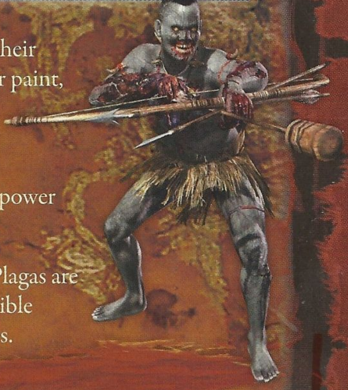


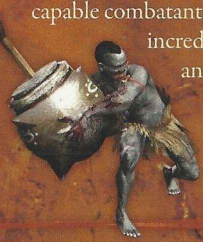
Riding motorcycles and employing group tactics, these creatures are living proof of the devastating intelligence of the Majini. They also demonstrate impressive coordination, throwing molotov cocktails while in pursuit of their targets. The Majini who wear red shirts take a leader role among them, and have higher endurance than usual.

MAJINI (WETLANDS)

These Majini come from members of the Ndipaya tribe who have been infested with Las Plagas. The Ndipaya are the native inhabitants of the wetlands surrounding Kijuju, the proud descendents of an ancient, highly civilized culture. The ruins of their ancestral city still remain deep beneath the marshlands.

The Ndipaya people were "vaccinated" with a new type of Plaga even further refined from the one used on the people of Kijuju. These "Type 3 Plagas" enacted changes in their DNA, causing these civilized folk to throw off their clothing, cover themselves in war paint, and take up the weapons of their ancestors. They are capable combatants with incredible jumping power and endurance.

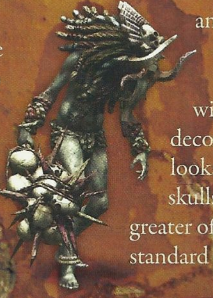




The Type 3 Plagas are not compatible with females.

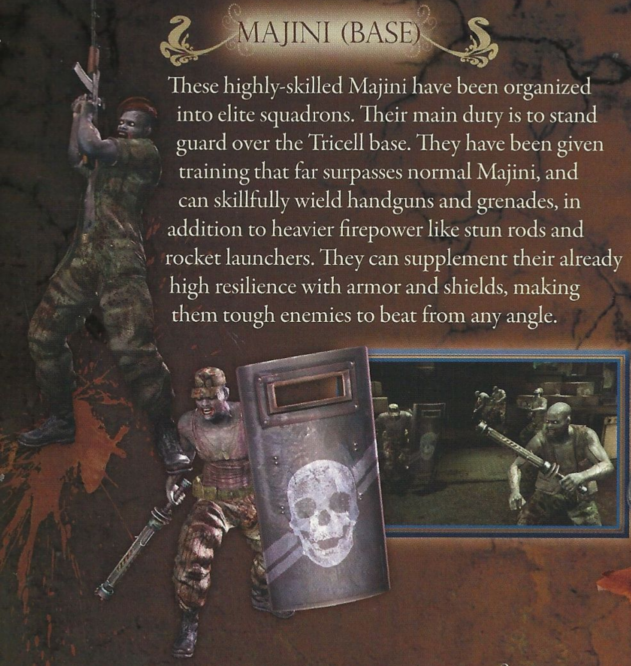
GIANT MAJINI

The improved "Type 3 Plagas" were still in their experimental stage when they were used on the people of the Ndipaya. One unforeseen side effect of this usage was that some of the test subjects grew to heights of almost three meters. These Majini let out war cries to summon allies, and wield handmade maces mounted with spikes and decorated with what looks like human skulls. They boast greater offense and defense than the standard Wetland Majini.



MAJINI (BASE)

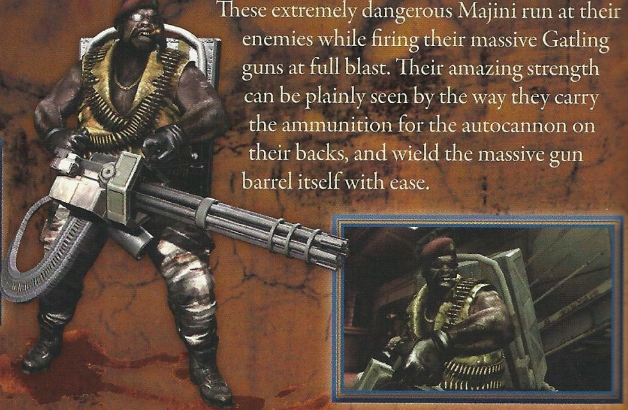
These highly-skilled Majini have been organized into elite squadrons. Their main duty is to stand guard over the Tricell base. They have been given training that far surpasses normal Majini, and can skillfully wield handguns and grenades, in addition to heavier firepower like stun rods and rocket launchers. They can supplement their already high resilience with armor and shields, making them tough enemies to beat from any angle.



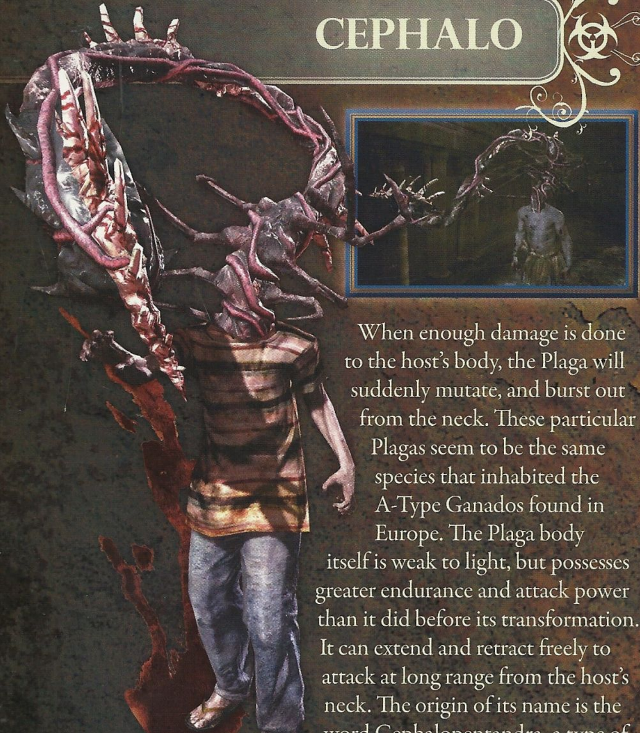
GATLING GUN MAJINI

Effectively the leaders of the Base Majini, their trademark is the cigar and beret. The Gatling Gun Majini wears a gold necklace, a gold vest, and all of his teeth are gold, which suggests that he lived an extravagant life before becoming a host.

These extremely dangerous Majini run at their enemies while firing their massive Gatling guns at full blast. Their amazing strength can be plainly seen by the way they carry the ammunition for the autocannon on their backs, and wield the massive gun barrel itself with ease.



CEPHALO



When enough damage is done to the host's body, the Plaga will suddenly mutate, and burst out from the neck. These particular Plagas seem to be the same species that inhabited the A-Type Ganados found in Europe. The Plaga body itself is weak to light, but possesses greater endurance and attack power than it did before its transformation. It can extend and retract freely to attack at long range from the host's neck. The origin of its name is the word Cephalopentandra, a type of African tuber gourd which sprouts from a thick, ball-like base.

DUVALIA

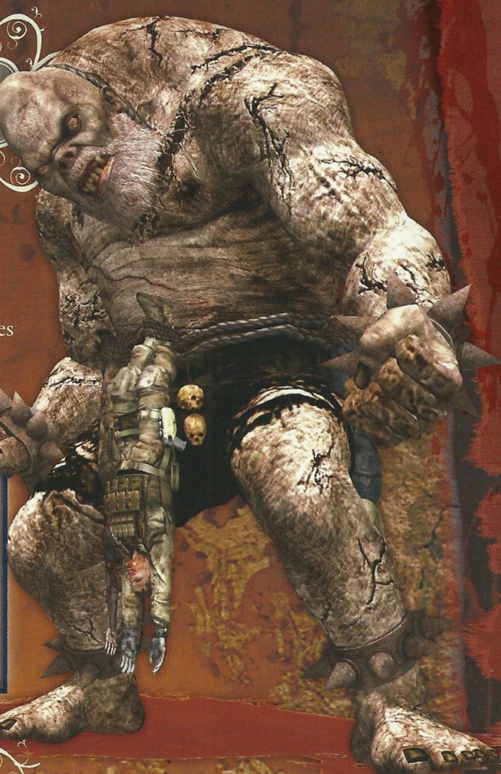
A variant form of Plaga. It, too, bursts forth from the body when the Majini takes enough damage, but unlike the Cephalo (which protrudes from the neck), the Duvalia bursts out of the host's upper half, leaving the Majini's entire torso dangling uselessly below. The Duvalia is covered by a hard exoskeleton to protect the fragile parasite beneath. When it gets close, however, the exoskeleton retracts enough to reveal a mouth-like protrusion, which it uses to try to swallow its enemies.

These creatures take their name from a type of succulent plant that grows in Africa and blossoms in a similar shape.

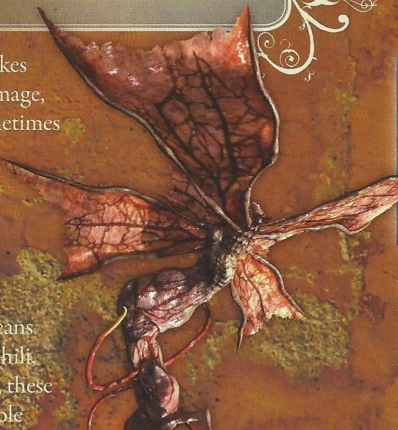
NDESU

These massive B.O.W.s were based on the data used in the creation of the "El Gigante" in Europe, and are the largest of the humanoid Plagas. A careful observer will notice that five Plagas have been implanted inside it, and the creature won't stop unless they're all destroyed. The multiple Plagas implanted inside of it grant an endurance far greater than standard Plaga creatures. Ndesu are ridiculously strong, as well, and can toss telephone poles and military vehicles with ease.

The Ndesu wears a chain of skulls on its belt—possibly taken from the destroyed Delta Team—a feature that adds to its "charm."

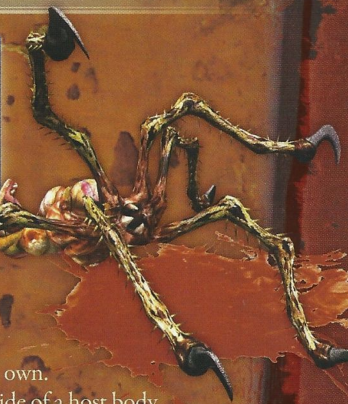


KIPEPEO

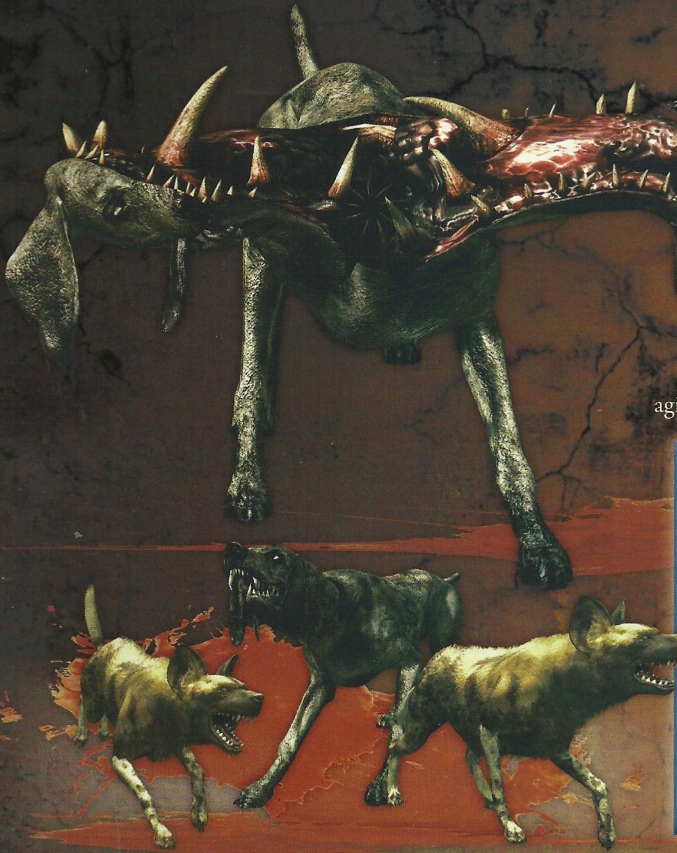


When a Majini takes severe enough damage, the Plaga will sometimes spontaneously mutate and eject from the body as an independent creature. The name Kipepeo means "butterfly" in Swahili, and appropriately, these creatures are capable of flight. The Kipepeo flaps its four wing-like protrusions to fly, and while not very agile, boasts an extremely dangerous tail-whip attack. It is this attack that took down the Alpha Team's support helicopter.

BUI KICHWA

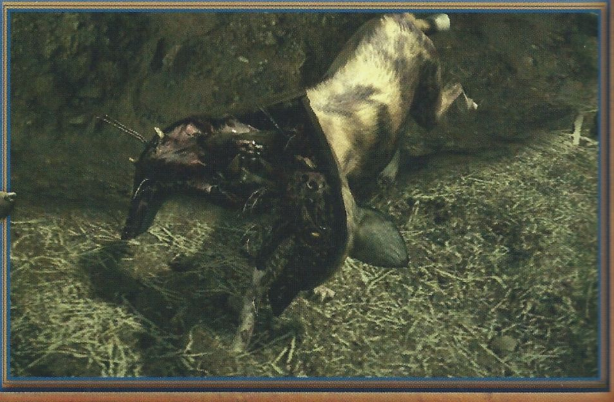


An alternative form of a Plaga that ejects from the Majini's body to search out on its own. Similar cases of Plagas living outside of a host body were also reported in Europe. This species takes the form of a spider-like creature, with a pulsating abdomen that resembles a human organ. They'll draw near their prey and then spring, clinging with all their legs to ensnare their target. They always move in packs, and many will actually burrow under the ground, making them extremely difficult B.O.W.s to deal with. Their name comes from a combination of the Swahili "buibui" which means "spider" and "kichwa" which means "head."

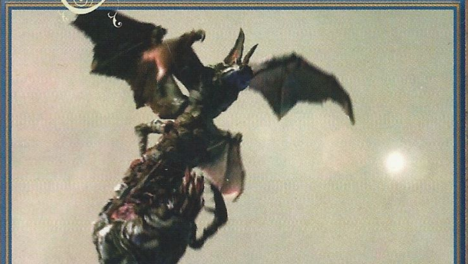


ADJULE

These monsters are created when a Plaga infects a large dog. Brutal, savage creatures, they could hardly be called "man's best friend." From the outside, they resemble regular dogs, but cases have been confirmed wherein their heads split open to reveal the Plaga itself. Plaga-infested creatures carry some of the traits of their original species: in the case of dogs, they maintain their agility and ability to fight ferociously in tight quarters.

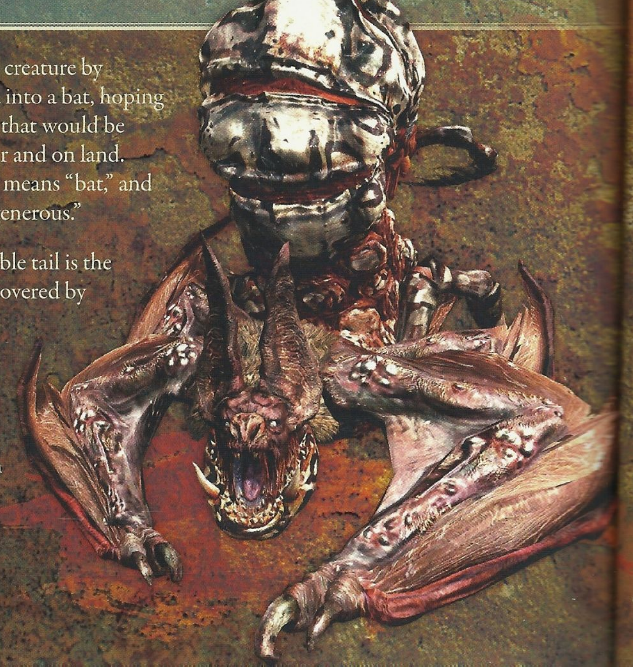


POPOKARIMU

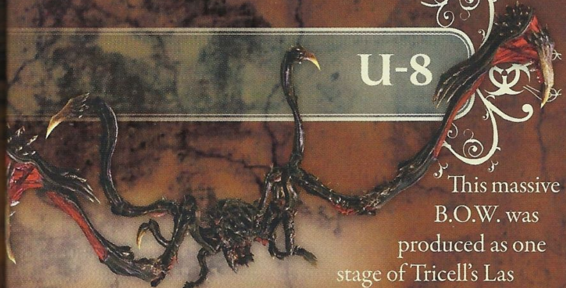


Tricell created this creature by implanting a Plaga into a bat, hoping to create a B.O.W. that would be effective both in air and on land. In Swahili, "popo" means "bat," and "karimu" means "generous."

The creature's flexible tail is the Plaga body itself, covered by a tough, firearm-resistant carapace. The soft interior of the tail is vulnerable, but even on the ground it is clever enough to keep it hidden away from would-be attackers. For its own attacks, it uses the glistening talons at the ends of its four limbs, as well as blows from its own body. It can also shoot a sticky substance from its tail to bind its prey. Popokarimu's ability to switch rapidly between ground and flight make it truly an enemy to be feared.



U-8

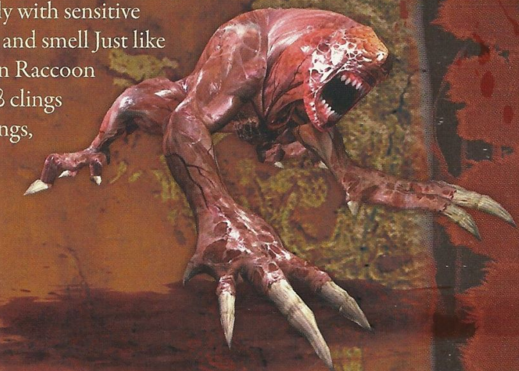


This massive B.O.W. was produced as one stage of Tricell's Las Plagas bio-weapon research. It integrates DNA from several different species, crustaceans most prominently. Its durable armored shell was proven in Tricell's tests to withstand even direct hits from anti-tank rocket launchers, but the rapidity of its mutation allows for faults in its armor which can prove to be a fatal flaw. The U in U-8's name stands for "Ultimate."

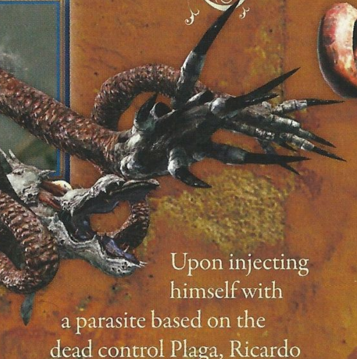
The creature overwhelms enemies with its massive body, and a single hit from the blade-like protrusions on its legs can prove lethal. In addition, it carries dozens of flying B.O.W. in its stomach, which it can unleash on opponents that draw close.

LICKER ß

This refined version of the original Licker was created by Tricell researchers hoping to use the Progentior Virus to improve upon the original design. The final product was still considered unsatisfactory, as the new Licker still has extremely poor eyesight, compensated only with sensitive senses of hearing and smell Just like its forbear back in Raccoon City, the Licker β clings to walls and ceilings, and attacks its enemies with its long tongue and sharp claws.



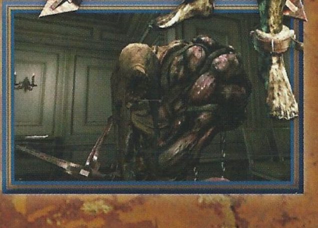
RICARDO IRVING
(TRANSFORMED)



Upon injecting himself with a parasite based on the dead control Plaga, Ricardo Irving transformed into this giant B.O.W. It resembles a fusion of several species of fish and mollusks. Despite its monstrous appearance, the creature is quite fast in the water; it can use its long tentacles to grab or strike its targets, or bite them with its oyster-like mouth full of razor-sharp teeth. The rapidity of its mutation has resulted in numerous flaws in its outer shell, revealing a vulnerable core below.

BLOB

Swarming the basement of Ozwell E. Spencer's mansion, these "mad jailers" keep their watch over a prison of rotting corpses. Their use as experimental subjects has resulted in a face that is far from human, and an unnatural bulge that consumes most of their left shoulder and back. In addition, they wield a massive anchor which they swing with brutalizing force.



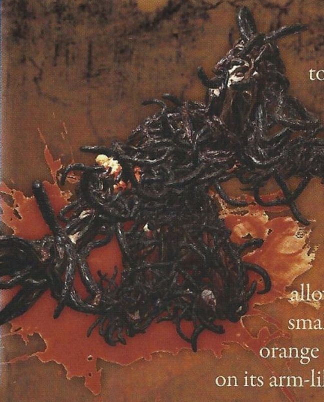
UROBOROS VIRUS

The Uroboros Virus is the cornerstone of Wesker's "Uroboros Project." Those with genes compatible with the virus can keep it under control and wield the superhuman abilities it bestows. Those who are not compatible, however, go berserk under the virus's influence, and will continue to grow and assimilate all organic matter in the area, including the host. These creatures regenerate at an alarming rate, and can recover even entire body parts that are lost.

The virus is named after the Greek myth of the snake devouring its own tail. It is a symbol of a perfect creature without beginning or end, and also represents "destruction and rebirth" and "infinity."

UROBOROS

A creepy B.O.W. encased in a mass of squirming tentacles, this unnamed Uroboros is the first that Chris and Sheva had to face. Jill created it while under control of Wesker and Excella by injecting the Uroboros Virus into a man in the Kijuju Autonomous Zone. It was used to destroy the Alpha Team who were sent in to capture Ricardo Irving.



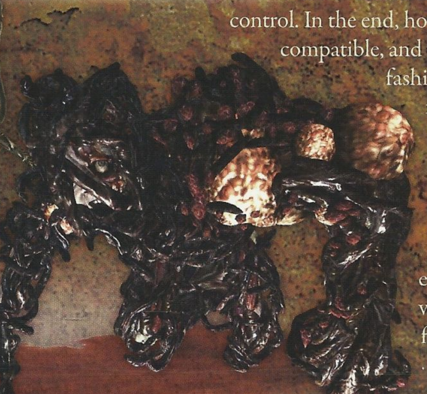
Its tentacle-like protrusions constantly gather and disburse, allowing it to squirm easily through small spaces. Its weak point is an orange core that sometimes reveals itself on its arm-like portion.

REAPER

The Reaper resulted when a cockroach-like creature was infected with trace amounts of the Uroboros Virus, transforming it into a B.O.W. The creatures emerge from their cocoons mounted with blade-like protrusions on each of their arms, and it is from these "scythes" that the creature takes its name. A Reaper can use its blades to capture and fatally wound its prey, or spit out a caustic substance capable of causing temporary blindness. Its shell is hard enough to deflect standard bullets.

UROBOROS MKONO

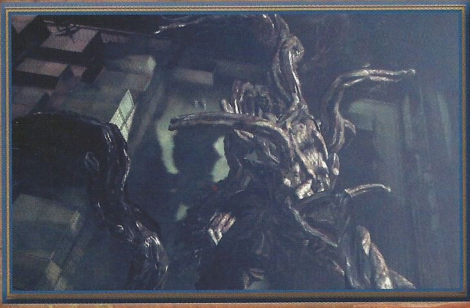
Chris and Sheva encounter this second Uroboros as they pursue Excella through the Tricell laboratory. The man injected with the virus at first shows signs of compatibility with it, as he seemed to keep it under control. In the end, however, he was not compatible, and went berserk in a fashion similar to the first Uroboros did. Mkono is much larger than the first Uroboros, but it shares its weaknesses: an exposed core and vulnerability to fire. "Mkono" is the Swahili word for "Arm."

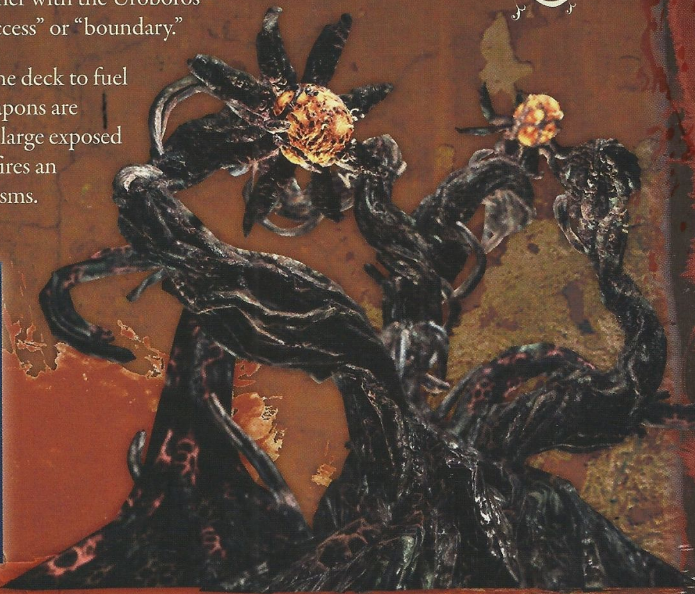


UROBOROS AHERI

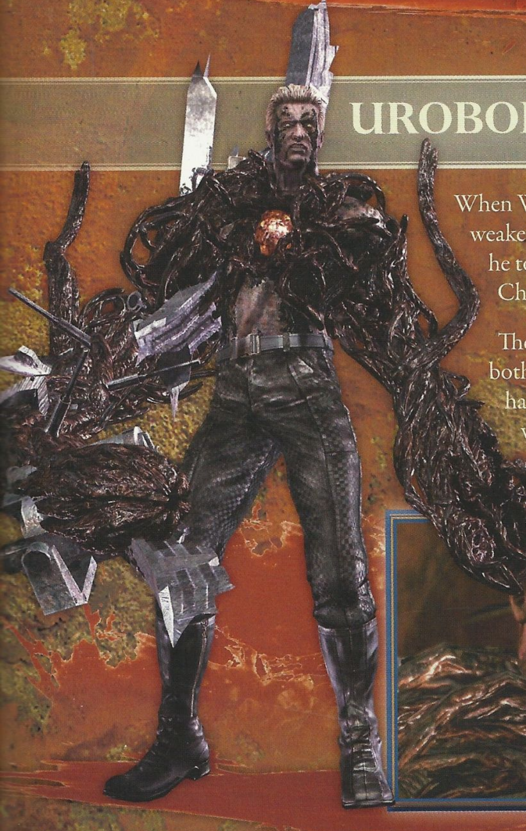
This is the final form of Excella after Wesker injects her with the Uroboros Virus. "Aheri" comes from the Swahili word for "success" or "boundary."

The creature consumes the large pile of corpses on the deck to fuel its immediate, incredible growth. Conventional weapons are nearly useless against it once it grows to this size. Its large exposed core glows with a soft luminescence, from which it fires an unlimited store of tentacle-like, independent organisms.



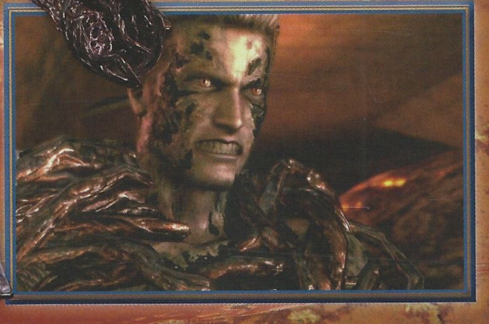


UROBOROS ALBERT WESKER



When Wesker's original superhuman abilities were weakened through an overdose of the drug PG67A/W, he took the Uroboros Virus into his own body in a last resort to defeat Chris and Sheva.

The Uroboros's characteristic tentacles have fused together onto both of his arms, and metal pieces of debris from the virus container have adhered to his right arm, making it an even more lethal killing weapon. Wesker unleashes the full power of the Uroboros Virus while still keeping it under complete control. His agility is not to be underestimated, and his power and endurance are completely beyond anything Chris and Sheva have faced before.



ITEMS

Items

KEY ITEMS

RESIDENT EVIL™ 4

EMBLEM (LEFT HALF)
The left half of an emblem engraved with the cult's insignia.

EMBLEM (RIGHT HALF)
The right half of an emblem engraved with the cult's insignia.

HEXAGONAL EMBLEM
A hexagonal object engraved with the cult's insignia. It opens the gate in the valley.

INSIGNIA KEY
A key with the cult's insignia on the end. It opens a door in to the house in the center of town.

ROUND INSIGNIA
A round object decorated with the cult's insignia. It opens the door to the church.

OLD KEY
Opens the door at the end of the back route.

CAMP KEY
Opens the door at the center of the camp.

FALSE EYE
An artificial eye with a code-like pattern etched into it. It opens the door out of town.

GOLDEN SWORD
A decorative sword made from gold. It fits into the gold plate.

PLATINUM SWORD
A decorative sword made from platinum. It fits into the platinum plate.

CASTLE GATE KEY
A key designed with a goat motif. It opens the main gate into the castle.

PRISON KEY
A key designed with a heart motif. It opens the door to the underground prison.

GALLERY KEY
A key with an insignia of the Salazar family. It opens the door to the gallery room.

GOAT ORNAMENT
An ornament piece for the wall relief in the grand hall. It fits into the empty cavity.

MOONSTONE (LEFT HALF)
The left half of a stone object engraved with a crescent moon.

MOONSTONE (RIGHT HALF)
The right half of a stone object engraved with a crescent moon.

BLUE MOONSTONE
A blue stone engraved with a crescent moon. It opens the door to the bedroom in the garden.

STONE TABLET
A tablet with part of the Salazar family insignia etched upon its surface. It is used to solve the tablet puzzle.

SALAZAR FAMILY INSIGNIA
A family heirloom passed down for generations in the Salazar family.

SERPENT ORNAMENT
An ornament piece for the wall relief in the grand hall. It fits into the empty cavity.

LION ORNAMENT
An ornament piece for the wall relief in the grand hall. It fits into the empty cavity.

KING'S GRAIL
A chalice inscribed with a picture of a king. It fits into the hand of a statue.

QUEEN'S GRAIL
A chalice inscribed with a picture of a queen. It fits into the hand of a statue.

DYNAMITE
A very destructive explosive used in mining. It is used to clear a boulder in the mine.

KEY TO THE MINE
A key designed with a square motif. It opens the door in the underground ruins.

STONE OF SACRIFICE
A stone object engraved with the image of a man sacrificed to a lion. It opens the lion door out of the mine.

FREEZER CARD KEY
A card key with a red cult insignia. It opens the door to the freezer.

WASTE DISPOSAL CARD KEY
A card key with a yellow cult insignia. It opens the door to the Waste Disposal Area.

STORAGE ROOM CARD KEY
A card key with an orange cult insignia. It opens the door to the room where Ashley is trapped.

PIECE OF THE HOLY BEAST, PANTHER
A piece of the object used in the wall relief in the ruins. It fits into the missing spot in the relief.

PIECE OF THE HOLY BEAST, SERPENT
A piece of the object used in the wall relief in the ruins. It fits into the missing spot in the relief.

PIECE OF THE HOLY BEAST, EAGLE
A piece of the object used in the wall relief in the ruins. It fits into the missing spot in the relief.

EMERGENCY LOCK CARD KEY
A card key with a white cult insignia. It opens the automatic lock on the third floor.

JET-SKI KEY
A key Leon receives from Ada. It operates the jet-ski he uses to escape the island.

IRON KEY
Opens a door somewhere near the lift. (Separate Ways only)

LIFT ACTIVATION KEY
Activates the lift. (Separate Ways only)

ACTIVATION KEY (BLUE)
Activates the blue gun battery. (Separate Ways only)

ACTIVATION KEY (RED)
Activates the red gun battery. (Separate Ways only)

RESIDENT EVIL™ 5

OLD BUILDING KEY
An old key that hasn't been used in a while. It opens the door to an old building in town.

FURNACE KEY
A well-worn key. It opens the door out of the furnace room.

PORT KEY
Four keys on a metal ring. They open the gate leading to the docks.

GUARD'S KEY
A key ring carried by the Chainsaw Majini. It opens a gate in the slums.

SLATE MAP
A map of the locations of the four slates. Acquired in the marshlands.

SHAMAN SLATE
Part of a hexagonal slate inscribed with the image of a shaman. Used in the gate to the Ndipaya village.

RAPTOR SLATE
Part of a hexagonal slate inscribed with the image of a raptor. Used in the gate to the Ndipaya village.

WARRIOR SLATE
Part of a hexagonal slate inscribed with the image of a warrior. Used in the gate to the Ndipaya village.

BEAST SLATE
Part of a hexagonal slate inscribed with the image of a beast. Used in the gate to the Ndipaya village.

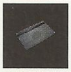
SKY EMBLEM
An emblem portraying a flying fird. Opens the path through the temple.

EARTH EMBLEM
An emblem portraying a running beast. Opens the path through the temple.

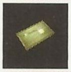
SEA EMBLEM
An emblem portraying a swimming fish. Opens the path through the temple.

CRANE KEYCARD
An orange keycard. It controls the crane on the ship deck.

TANKER KEYCARD A
A brown keycard. It opens a door in the hold.



TANKER KEYCARD B
A silver keycard. It opens a door in the hold.



BRIDGE KEYCARD
A gold keycard. It opens the door to the bridge and activates the L.T.D.

HANGAR KEYCARD A
A light blue keycard, inscribed with the Tricell logo. It opens a door in the hangar.

HANGAR KEYCARD B
A purple keycard, inscribed with the Tricell logo. It opens a door in the hangar.

PG67A/W
Serum to stabilize a virus. It is used in the second battle with Wesker.

RESIDENT EVIL™ 5 EXTRA CONTENT

CENTAUR EMBLEM
An emblem inscribed with a running centaur. It opens the hall door in the Spencer estate.

PASSWORD 1
A paper with part of a password written on it. It grants access to the PC in Spencer's Estate.

PASSWORD 2
A paper with part of a password written on it. It grants access to the PC in Spencer's Estate.

PASSWORD 3
A paper with part of a password written on it. It grants access to the PC in Spencer's Estate.

HEAT-SENSITIVE PAPER
A piece of paper bearing a burn mark. Exposing it to heat will reveal Password 2.

SQUARE CRANK
A crank with a square shaft. It open the way to the prison.

JAIL KEY
A simple old key. It opens a door in the prison.

GOLD CREST
A gold crest inscribed with a goddess. It fits into a circular indentation in the prison.

SILVER CREST
A silver crest inscribed with a reaper. It fits into a circular indentation in the prison.

CRANK (BLUE)
A crank with a blue tip. It fits into the blue dais in the maze.

CRANK (RED)
A crank with a red tip. It fits into the red dais in the maze.

CRANK (GREEN)
A crank with a green tip. It fits into the green dais in the maze.

CRANK (VIOLET)
A crank with a violet tip. It fits into the violet dais in the maze.

SERPENT TAIL SHARD
A violet medal inscribed with a snake's tail. It fits into the octagonal indentation in the maze.

SUN EATER SERPENT SHARD
A red medal inscribed a snake and the sun. It fits into the octagonal indentation in the maze.

TRI-HEAD SERPENT SHARD
A green medal inscribed with a three-headed serpent. It fits into the octagonal indentation in the maze.

DUAL-HEAD SERPENT SHARD
A blue medal inscribed with twin serpents. It fits into the octagonal indentation in the maze.

TRANSPORT AREA KEY
A key on a metal ring. It opens a door in the dock area.

EMERGENCY EXIT KEY
A key on an ornamented ring. It opens a door in the communication facility.

WEAPONS/AMMO

RESIDENT EVIL™ 4

KNIFE
Leon's survival knife. He keeps it on a holster on his chest.

HANDGUN
A standard 9mm handgun.

RED9
A powerful 9mm handgun.

STOCK (RED9)
Used only in the Red9. Reduces recoil 80%.

PUNISHER
A 9mm handgun powerful enough to blast through two enemies at once.

BLACKTAIL
A 9mm handgun with superior handling.

MATILDA
A 9mm handgun with burst-fire capability.

BROKEN BUTTERFLY
An extremely powerful .45 magnum revolver.

KILLER7
A stable yet powerful new-model .45 magnum.

HANDCANNON
The most powerful magnum revolver. It uses custom .500 caliber rounds.

SHOTGUN
A standard pump-action shotgun.

RIOT GUN
A pump-action shotgun with faster aiming than the standard shotgun.

STRIKER
A semi-automatic shotgun with a wider and faster shot.

RIFLE
A .223 caliber bolt action rifle.

SCOPE (RIFLE)
A custom scope for bolt action .223 caliber rifles.

RIFLE (SEMI-AUTO)
A .223 caliber semi-automatic rifle capable of firing faster than the standard rifle.

SCOPE (SEMI-AUTO RIFLE)
A custom scope for bolt action .223 caliber semi-automatic rifles.

INFRARED SCOPE
A scope which makes internal parasites visible. Can be equipped to rifles.

TMP
A compact 9mm machine gun.

STOCK (TMP)
A custom scope for 9mm machine guns. Reduces recoil 80%.

MINE THROWER
Fires custom mines that attach to objects and detonate after a period of time.

SCOPE (MINE THROWER)
A custom scope for the mine thrower.

CHICAGO TYPEWRITER
An extremely powerful machine gun with unlimited ammo.

ROCKET LAUNCHER
An extremely powerful weapon. One shot only.

ROCKET LAUNCHER (SPECIAL)
A rocket launcher that fires a special kind of rocket. Used against Saddler.

INFINITE LAUNCHER
The ultimate weapon with unlimited ammo.

P.R.L. 412
A light-based weapon tuned to harm parasites only. Charged shots are narrow but extremely powerful.

SHOTGUN
Ada's pump-action shotgun.

BOWGUN
Ada's pistol-style crossbow. (Separate Ways only)

HAND GRENADE
Detonates shortly after thrown.

INCENDIARY GRENADE
Detonates in flames shortly after thrown.

FLASH GRENADE
A flash-bang grenade that detonates shortly after thrown.

HANDGUN AMMO
Compatible with all 9mm handguns.

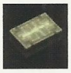
MAGNUM AMMO
Compatible with all .45 magnums.

HANDCANNON AMMO
Custom ammunition for the .500 caliber handcannon.

SHOTGUN SHELLS
12-gauge shotgun shells. Compatible with all shotguns.

RIFLE AMMO
Compatible with all .223-caliber rifles.

TMP AMMO
Custom ammunition for the 9mm machine gun.


MINE-DARTS
Custom ammunition for the mine thrower. Detonates shortly after launch.

BOWGUN BOLTS
Custom ammunition for the bowgun. Possesses destructive power rivaling grenades. (Ada Only)

STORY
CHARACTER
CREATURE
ITEMS
VISUAL WORK
EXTRAS
KEYWORD
DATABASE

WEAPONS/AMMO CONTINUED

RESIDENT EVIL™ 5

KNIFE (CHRIS)
A knife issued by the BSAA's West African division. Chris carries it on a holster on his back.

KNIFE (SHEVA)
A smaller version of the standard-issue knife, customized to suit Sheva's build.

M92F (HG)
A standard-issue BSAA 9mm handgun. It has a particularly high ammo capacity.

H&K P8 (HG)
A 9mm handgun that fires piercing rounds.

SIG P226 (HG)
A powerful 9mm handgun with a slow reload time.

M93R (HG)
A 9mm handgun that fires three-round bursts. Good for laying down a wall of fire.

PX4 (HG)
A handgun with a high critical hit rate. It is Jill's BSAA gun in The Mercenaries minigame.

SAMURAI EDGE (HG)
A powerful handgun. It is Wesker's S.T.A.R.S. gun in The Mercenaries minigame.

ITHACA M37 (SG)
A standard-power shotgun with a high ammo capacity.

M3 (SG)
A powerful pump-action shotgun. Its ammo capacity is relatively low.

JAIL BREAKER (SG)
A quick-reload shotgun that fires extra pellets in each shot.

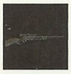
HYDRA (SG)
A powerful shotgun with a wide spread. Its reload speed and ammo capacity are low.

VZ61 (MG)
The machine gun featuring the largest ammo capacity of all the weapons.

AK-74 (MG)
A powerful machine gun capable of firing in bursts. It is difficult to control while firing.

H&K MP5 (MG)
A machine gun armed with piercing rounds. It is easy to control while firing.

SIG 556 (MG)
A powerful machine gun with a fast reload. It is difficult to control while firing.


S75 (RIF)
A bolt action rifle. It's extremely powerful, but requires reloading after each shot.

DRAGUNOV SVD (RIF)
A semi-automatic rifle. It has a very fast rate of fire, but it is difficult to control.

H&K PSG-1 (RIF)
A semi-automatic rifle. It is easy to control and its scope zoom is upgradable.

S&W M29 (MAG)
A .44 magnum with high ammo capacity. Its relatively low recoil makes it easy to use.

L. HAWK (MAG)
A magnum loaded with piercing rounds. It's not very powerful, but has a fast reload.

S&W M500 (MAG)
A devastatingly powerful .500 magnum. Its extremely high recoil hinders rapid fire.

GRENADE LAUNCHER
Uses six different kinds of exclusive ammunition, all with different effects.

ROCKET LAUNCHER
An extremely powerful weapon. One shot only.

STUN ROD
Stuns anything it touches with a million volt electric shock.

GATLING GUN
A large gun with a spinning barrel. It rapidly fires an infinite supply of ammo, but isn't very precise. (Chris only.)

LONGBOW
A lethal longbow with unlimited arrows. (Sheva only.)

HAND GRENADE
A thrown explosive device. Its high destructive power makes it effective against crowds.

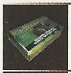
INCENDIARY GRENADE
A hand grenade that immolates the surrounding area. It stuns enemies while also dealing damage.

FLASH GRENADE
A powerful flash-bang grenade. It paralyzes enemies briefly.

PROXIMITY BOMB
Detonation mines that explode when enemies come near.

HANDGUN AMMO
Handgun ammunition.

MACHINE GUN AMMO
Machine gun/assault rifle ammunition.


SHOTGUN SHELLS
Shotgun ammunition.

RIFLE AMMO
Rifle ammunition

MAGNUM AMMO
Magnum ammunition.

EXPLOSIVE ROUNDS
Grenade launcher ammunition. Explodes when detonated.

ACID ROUNDS
Grenade launcher ammunition. Sprays acid on the surrounding area when detonated.

NITROGEN ROUNDS
Grenade launcher ammunition. Releases a freezing spray when detonated.

FLAME ROUNDS
Grenade launcher ammunition. Releases a chemical fire when detonated.

FLASH ROUNDS
Grenade launcher ammunition. Releases a powerful flash-bang when detonated.

ELECTRIC ROUNDS
Grenade launcher ammunition. Releases a powerful electric current when detonated.

RECOVERY ITEMS

RESIDENT EVIL™ 4

GREEN HERB
Restores a little health.

RED HERB
Restores full health when mixed with green.

YELLOW HERB
Increases maximum health when mixed with green or green+red.

GREEN HERB (X2)
A mix of two green herbs. Restores a lot of health.

GREEN HERB (X3)
A mix of three green herbs. Restores full health.

MIXED HERB (G+R)
A mix of green and red herbs. Restores full health.

MIXED HERB (G+Y)
A mix of green and yellow herbs. Increases maximum health and slightly restores health.

MIXED HERB (R+Y)
A mix of red and yellow herbs. Cannot be used by itself.

MIXED HERB (G+R+Y)
A mix of three different herbs. Increases maximum health and restores full health.

CHICKEN EGG
Restores a little health.

BROWN CHICKEN EGG
Restores a lot of health.

GOLD CHICKEN EGG
Restores full health.

BLACK BASS
Restores a lot of health.

BLACK BASS (L)
Restores full health.

FIRST AID SPRAY
Restores full health.

RESIDENT EVIL™ 5

HERB (GREEN)
A green herb that restores 25% of health. Can be combined with other herbs to increase amount healed.

HERB (RED)
A red herb. It has no effect on its own, but greatly increases the power of green herbs when combined.

HERB (G+G)
A mix of two green herbs. Restores 60% of max health.

HERB (G+R)
A mix of green and red herbs. Restores full health.

FIRST AID SPRAY
A medicinal spray that restores full health.

TREASURE

RESIDENT EVIL™ 4

SPINEL
A small pink gem. Found scattered throughout the village and castle.

VELVET BLUE
A purple crystal. Found mainly in the castle.

EMERALD
A small green gem. Found only on the island.

RUBY
A blood-red gem. Its name comes from the Latin word for "red."

PEARL PENDANT
A pearl pendant mounted on a chain.

DIRTY PEARL PENDANT
A pearl pendant. Its value is diminished by its poor condition.

BRASS POCKET WATCH
A worn but valuable pocket watch.

DIRTY BRASS POCKET WATCH
A brass pocket watch. Its value is diminished by its poor condition.

ELEGANT HEADDRESS
An unusual hair ornament set with a lovely but delicate stone.

ANTIQUE PIPE
A valuable pipe with a unique engraving on the bowl.

GOLD BANGLE W/PEARLS
A gold bangle with an intricate design and five large pearls set into it.

AMBER RING
An amber ring with a red gemstone set into it. It seems to have had a long history.

GOLD BANGLE
A gold bangle with an intricate design carved all around the band.

ILLUMINADOS PENDANT
A creepy but aesthetically priceless accessory featuring the cult insignia laid over a red gemstone.

MIRROR W/PEARLS & RUBIES
A dazzling mirror with intricate ornamentation around the frame.

HOURGLASS W/GOLD DECOR
An hourglass with an unusual design carved around the base.

ELEGANT PERFUME BOTTLE
A purple perfume bottle with delicate gold ornamentation.

ELEGANT CHESSBOARD
An uniquely crafted board with gold and silver chess pieces.

STAFF OF ROYALTY
An beautiful, expensive rod with red and gold ornamentation.

BEERSTEIN
A lidded mug for holding beer. It has three indentations for something to fit inside.

RED CATSEYE
A red gemstone with markings that indicate it was once set in something. Can be combined with Beerstein.

GREEN CATSEYE
A green gemstone with markings that indicate it was once set in something. Can be combined with Beerstein.

YELLOW CATSEYE
A yellow gemstone with markings that indicate it was once set in something. Can be combined with Beerstein.

BEERSTEIN W/(R)
The beerstein with the red catseye set in it.

BEERSTEIN W/(G)
The beerstein with the green catseye set in it.

BEERSTEIN W/(Y)
The beerstein with the yellow catseye set in it.

BEERSTEIN W/(G,R)
The beerstein with green and red catseyes set in it.

BEERSTEIN W/(G,Y)
The beerstein with green and yellow catseyes set in it.

BEERSTEIN W/(R,Y)
The beerstein with red and yellow catseyes set in it.

BEERSTEIN W/(G,R,Y)
The completed beerstein with all three catseyes set in it.

ELEGANT MASK
A golden mask that covers the top half of the face. There are three divots on the forehead for something to fit inside.

GREEN GEM
A green gemstone with markings that indicate it was once set in something. Can be combined with the Elegant Mask.

PURPLE GEM
A purple gemstone with markings that indicate it was once set in something. Can be combined with the Elegant Mask.

RED GEM
A red gemstone with markings that indicate it was once set in something. Can be combined with the Elegant Mask.

ELEGANT MASK W/(G)
The elegant mask with the green gem set in it.

ELEGANT MASK W/(P)
The elegant mask with the purple gem set in it.

ELEGANT MASK W/(R)
The elegant mask with the red gem set in it.

ELEGANT MASK W/(G,P)
The elegant mask with green and purple gems set in it.

ELEGANT MASK W/(G,R)
The elegant mask with green and red gems set in it.

ELEGANT MASK W/(R,P)
The elegant mask with red and purple gems set in it.

ELEGANT MASK W/(G,R,P)
The completed elegant mask with all three gems set in it.

BUTTERFLY LAMP
A lamp decorated with a butterfly motif. It has three indentations for something to fit inside.

GREEN EYE
A green gem taken from a Novistador. Can be combined with the Butterfly Lamp.

RED EYE
A red gem taken from a Novistador. Can be combined with the Butterfly Lamp.

BLUE EYE
A blue gem taken from a Novistador. Can be combined with the Butterfly Lamp.

BUTTERFLY LAMP W/(G)
The butterfly lamp with the green eye set in it.

BUTTERFLY LAMP W/(R)
The butterfly lamp with the red eye set in it.

BUTTERFLY LAMP W/(B)
The butterfly lamp with the blue eye set in it.

BUTTERFLY LAMP W/(G+R)
The butterfly lamp with green and red eyes set in it.

BUTTERFLY LAMP W/(G+B)
The butterfly lamp with green and blue eyes set in it.

BUTTERFLY LAMP W/(R+B)
The butterfly lamp with red and blue eyes set in it.

BUTTERFLY LAMP W/(G+B+R)
The completed butterfly lamp with all three eyes set in it.

CROWN
A golden crown. It has two divots for something to fit inside.

CROWN JEWEL
A decoration made from gold and jewels. The markings on the backside indicate that it was once set in something. Can be combined with the Crown.

ROYAL INSIGNIA
An insignia made from gold and jewels. The markings on the backside indicate that it was once set in something. Can be combined with the Crown.

CROWN WITH JEWELS
The Crown with the Crown Jewel set in it.

CROWN WITH INSIGNIA
The Crown with the Royal Insignia set in it.

SALAZAR FAMILY CROWN
The completed Crown with the Crown Jewel and Royal Insignia set in it.

GOLDEN LYNX
A golden statue of a cat. It has three holes for something to fit inside.

RED STONE OF FAITH
A red gemstone with markings that indicate it was once set in something. Can be combined with the Golden Lynx.

GREEN STONE OF JUDGMENT
A green gemstone with markings that indicate it was once set in something. Can be combined with the Golden Lynx.

BLUE STONE OF TREASON
A blue gemstone with markings that indicate it was once set in something. Can be combined with the Golden Lynx.

GOLDEN LYNX W/(R)
The Golden Lynx with the red stone set in it.

GOLDEN LYNX W/(G)
The Golden Lynx with the green stone set in it.

GOLDEN LYNX W/(B)
The Golden Lynx with the blue stone set in it.

GOLDEN LYNX W/(G,R)
The Golden Lynx with red and green stones set in it.

GOLDEN LYNX W/(G,B)
The Golden Lynx with green and blue stones set in it.

GOLDEN LYNX W/(R,B)
The Golden Lynx with red and blue stones set in it.

GOLDEN LYNX W/(G,R,B)
The completed Golden Lynx with all three stones set in it.

TREASURE CONTINUED

RESIDENT EVIL™ 5

GOLD RING
A gold ring set with precious stones.

IVORY RELIEF
An impeccably detailed pendant engraved with the portrait of a beautiful woman.

DEAD BRIDE'S NECKLACE
A necklace adorned with a solid gold medallion.

ROYAL NECKLACE
A necklace encrusted with priceless jewels.

JEWEL BANGLE
A bracelet adorned liberally with precious stones.

VENOM FANG
A gold bracelet patterned after a venomous serpent.

ANTIQUE CLOCK
An extravagantly decorated clock.

CHALICE (SILVER)
A chalice of pure silver used to celebrate the winter solstice.

CHALICE (GOLD)
A chalice of pure gold used to celebrate the summer solstice.

IDOL (SILVER)
An ancient idol said to regulate the phases of the moon.

IDOL (GOLD)
An ancient idol said to regulate the movements of the sun.

CEREMONIAL MASK
A mask of a god of war worshiped in the local folklore.

JEWEL BEETLE
A beautiful insect whose color changes with the angle of the light.

BEETLE (BROWN)
An unremarkable insect.

BEETLE (GOLD)
An insect of legendary worth.

TOPAZ (PEAR)
A small, pale-yellow gem.

RUBY (PEAR)
A small red gem.

SAPPHIRE (PEAR)
A small deep-blue gem.

EMERALD (PEAR)
A small dark-green gem.

DIAMOND (PEAR)
A small transparent, colorless gem.

TOPAZ (SQUARE)
A pale-yellow, square-cut gem.

RUBY (SQUARE)
A red, square-cut gem.

SAPPHIRE (SQUARE)
A deep-blue, square-cut gem.

EMERALD (SQUARE)
A dark-green, square-cut gem.

DIAMOND (SQUARE)
A colorless, square-cut gem.

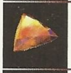
TOPAZ (OVAL)
A pale-yellow, oval-cut gem.

RUBY (OVAL)
A red, oval-cut gem.

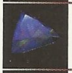
SAPPHIRE (OVAL)
A deep-blue, oval-cut gem.

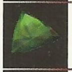
EMERALD (OVAL)
A dark-green, oval-cut gem.

DIAMOND (OVAL)
A colorless, oval-cut gem.


TOPAZ (TRILLIANT)
A pale-yellow, trilliant-cut gem.

RUBY (TRILLIANT)
A red, trilliant-cut gem,


SAPPHIRE (TRILLIANT)
A deep-blue, trilliant-cut gem.


EMERALD (TRILLIANT)
A dark-green, trilliant-cut gem.

DIAMOND (TRILLIANT)
A colorless, trilliant-cut gem.

TOPAZ (BRILLIANT)
A pale-yellow, brilliant-cut gem.

RUBY (BRILLIANT)
A red, brilliant-cut gem.

SAPPHIRE (BRILLIANT)
A deep-blue, brilliant-cut gem.

EMERALD (BRILLIANT)
A dark-green, brilliant-cut gem.

DIAMOND (BRILLIANT)
A colorless, brilliant-cut gem.

TOPAZ (MARQUISE)
A pale-yellow, marquise-cut gem.

RUBY (MARQUISE)
A red, marquise-cut gem.

SAPPHIRE (MARQUISE)
A deep-blue, marquise-cut gem.

EMERALD (MARQUISE)
A dark-green, marquise-cut gem.

DIAMOND (MARQUISE)
A colorless, marquise-cut gem.

POWER STONE
A pale-yellow, heart-cut gem.

LION HEART
A red, heart-cut gem.

BLUE ENIGMA
A deep-blue, heart-cut gem.

SOUL GEM
A dark-green, heart-cut gem.

HEART OF AFRICA
A colorless, heart-cut gem.

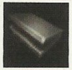
OTHER

RESIDENT EVIL™ 4

ATTACHE CASE S
Leon's starting case. 6x10 (60 squares)

ATTACHE CASE M
A case for holding larger items. 7x11 (77 squares)

ATTACHE CASE L
A case for holding very large items. 8x12 (96 squares)


ATTACHE CASE XL
A case that can hold almost anything. 8x15 (120 squares)

TREASURE MAP (VILLAGE)
A map to valuable treasures. (Village area only)

TREASURE MAP (CASTLE)
A map to valuable treasures. (Castle area only)

TREASURE MAP (ISLAND)
A map to valuable treasures. (Island area only)

TACTICAL VEST
Reduces damage taken by 30%.

RESIDENT EVIL™ 5

EGG (WHITE)
An ordinary egg. Can also be used as a weapon.

EGG (BROWN)
A brown egg. More valuable than regular eggs.

EGG (GOLD)
An extremely rare golden egg. Fetches a high price in some markets.

EGG (ROTTEN)
An egg that's been left out to rot. Not for eating.

MELEE VEST
Armor that protects against melee damage. Can be combined with bulletproof vest.

BULLETPROOF VEST
Armor that protects against projectile damage. Can be combined with melee vest.

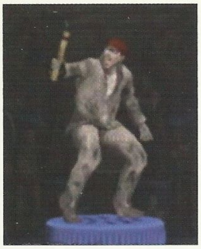
GOLD (SMALL)
A small bag of money. It is added to your cash total when you pick it up.

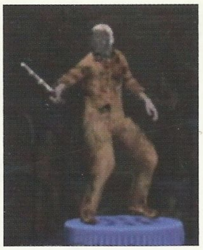
GOLD (LARGE)
A box of money. It is added to your cash total when you pick it up.

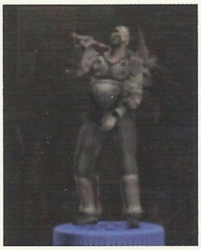
GOLD BARS
Bars of pure gold. It is added to your cash total when you pick it up.

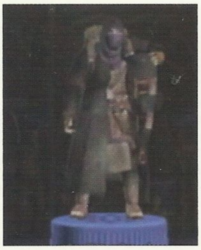
BOTTLE CAP

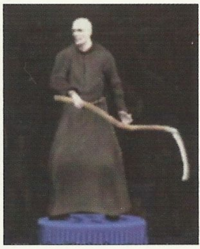
RESIDENT EVIL™ 4

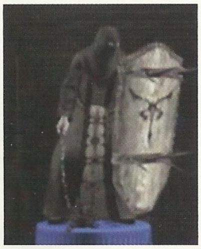

SOLDIER W/DYNAMITE

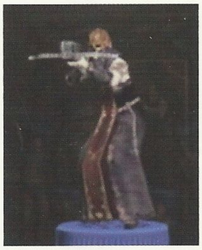

SOLDIER W/STUN-ROD

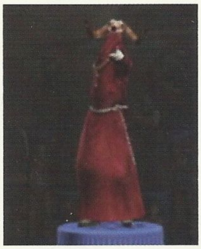

SOLDIER W/HAMMER


MERCHANT


ZEALOT W/SCYTHE


ZEALOT W/SHIELD


ZEALOT W/BOWGUN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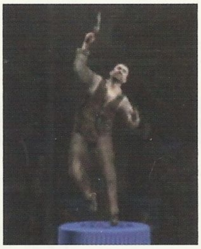
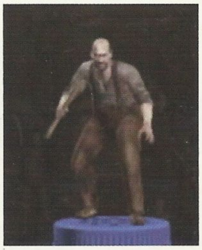
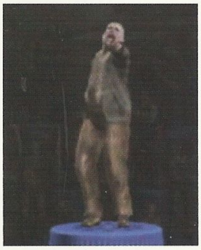
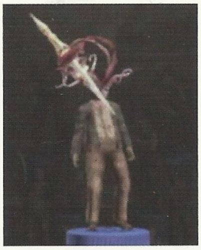
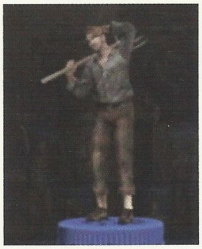
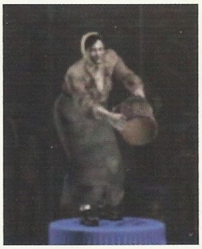

DON JOSE

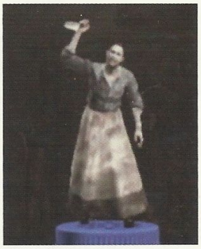

DON DIEGO

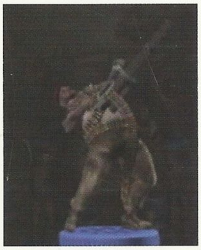

DON ESTEBAN

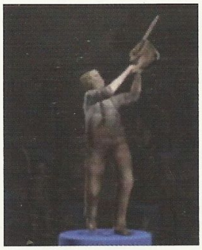

DON PEDRO

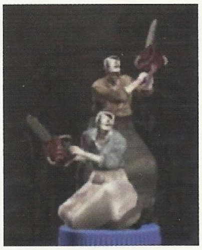

DON MANUEL

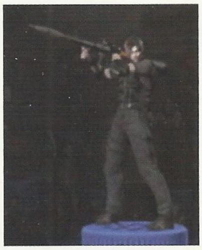

ISABEL

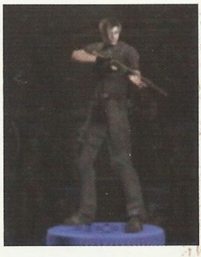

MARIA

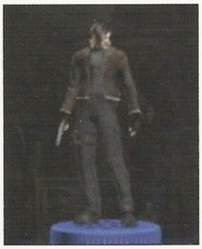

J.J.

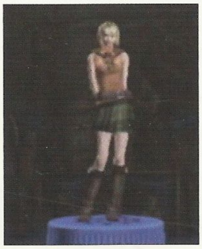

DR. SALVADOR

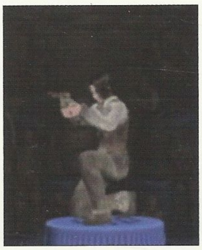

BELLA SISTERS

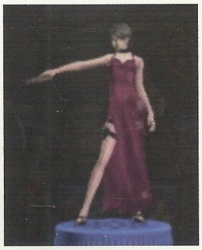

LEON W/ROCKET LAUNCHER


LEON W/SHOTGUN


LEON W/HANDGUN

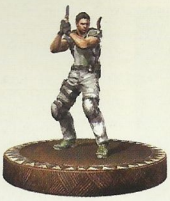

ASHLEY GRAHAM


LUIS SERA


ADA WONG

FIGURE

RESIDENT EVIL™ 5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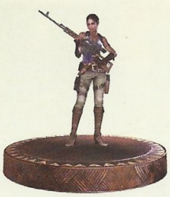
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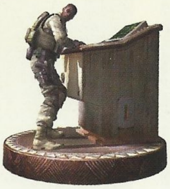
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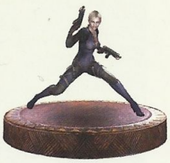
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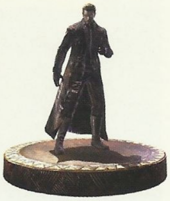
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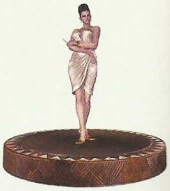
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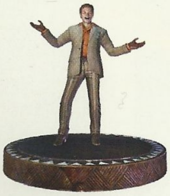
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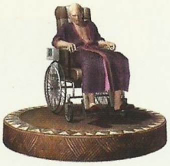
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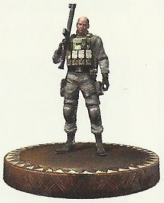
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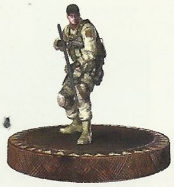
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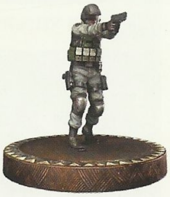
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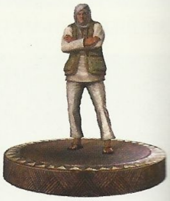
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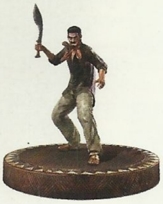
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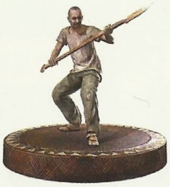
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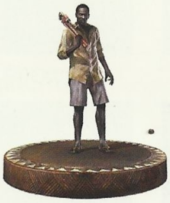
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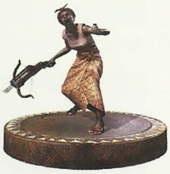
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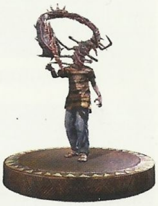
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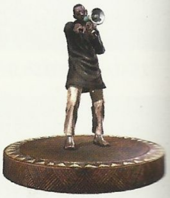
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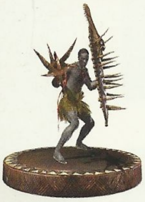
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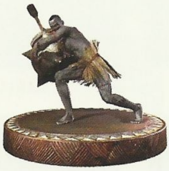
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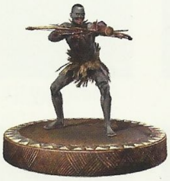
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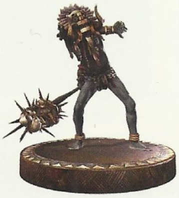
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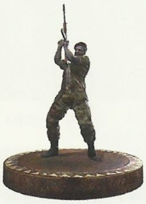
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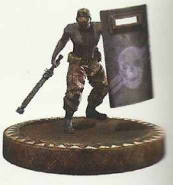
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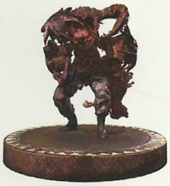
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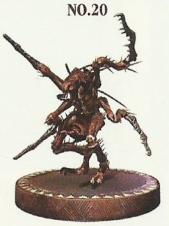
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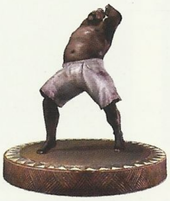
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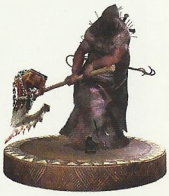
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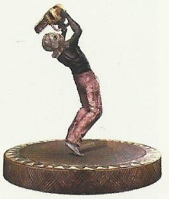
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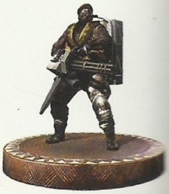
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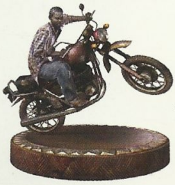
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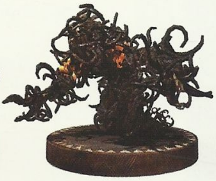
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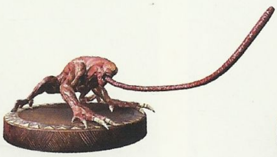
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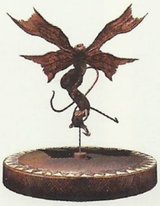
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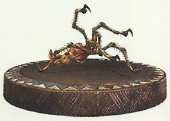
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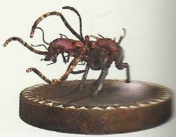
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NO.38

NO.39

NO.40

NO.41

NO.42

NO.43

NO.44

NO.45

NO.46

RESIDENT EVIL™ 5 EXTRA CONTENT

Ex-No.1 Chris (Warrior)

Ex-No.2 Sheva (Folklore)

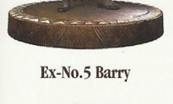
Ex-No.3 Chris (Exoskeleton)

Ex-No.4 Sheva (Office lady)

Ex-No.5 Barry

Ex-No.6 Rebeka

Ex-No.7 Chris & Jill


Ex-No.8 Jill & Josh

Ex-No.9 Warrior & Folklore

Ex-No.10 Exoskeleton & Office lady

FILES

RESIDENT EVIL™ 4

INFO ON ASHLEY

NAME: ASHLEY GRAHAM
AGE: 20

Daughter of the United States President.

She was kidnapped by an unidentified group while on her way home from her university.

The kidnapper's motives are still unknown. Although there's reliable information that the perpetrator is an insider.

Only a handful of people know about this kidnapping. It's been kept under wraps mostly due to the fact that we can't determine who the traitor is.

The guys in intelligence say they have reliable information that Ashley's been sighted somewhere in Europe. But until we find out who the insider is, I don't know what to believe. It could be a ploy.

We have very few leads as to the whereabouts of Ashley. But members of the Secret Service and anyone else related to Ashley are being questioned by an investigative team.

Even active agents are being investigated for any information. It's just a matter of time before the kidnapper is exposed.

ALERT ORDER

Recently there has been information that a United States government agent is here investigating the village.

Do not let this American agent get in contact with the prisoner.

For those of you not yet informed, the prisoner is being held in an old house beyond the farm. We will transfer the prisoner to a more secure location in the valley when we are ready. The prisoner is to stay there until further notice.

Meanwhile, do not let the American agent near the prisoner.

We do not know how the American government found out about our village, but we are investigating. However, I feel that this intrusion at this particular time is not just a coincidence.

I sense a third party other than the United States government involved here.

My fellow men, stay alert!

-Chief, Bitores Mendez

ABOUT THE BLUE MEDALLIONS

15 blue medallions...

7 in the farm... 8 in the cemetary...

For those of you who destroy 10 or more will be awarded...

(The rest is illegible.)

CHIEF'S MEMO

As instructed by Lord Saddler, I have the agent in confinement, alive. Why keep him alive? I do not fully understand what the Lord's intentions are.

I would, however, think he'd keep them separate, not confine them together as has been ordered.

I don't expect Luis would trust a stranger but if by chance they did cooperate, the situation could get a bit more complicated.

If for some reason an unknown third party is involved, I don't think they'd let a chance like this slip by.

But maybe it's all Lord Saddler's ploy -- leaving us vulnerable so that this third party will surface, if they even exist, that is...

It's an unlikely possibility, but if a prowler is already amongst us, then our plans could be ruined.

I guess the Lord thinks it's worth the risk, if we're able to stop whatever conspiracy is at work.

At any rate, it's the Lord's call. We will trust his judgment as always.

CLOSURE OF THE CHURCH

Regarding the two fugitives, the apprehension of Luis is our top priority; the American agent is a distant second.

What Luis stole from us is far more important than the girl.

Unless we get it back, the girl will become useless to us. We must get it back to execute our plan to the end.

If it gets in the wrong hands, the world would become a totally different place than what Lord Saddler has envisioned. At all costs, we mustn't let that happen.

Anyone who needs access to the church must first get approval by Lord Saddler.

There is a key beyond the lake, but it should be safe now that the "Del Lago" has been awakened by our Lord. No one will get across the lake alive.

Plus, our same blood courses through the agent's veins. It'll be just a matter of time before he joins us. Once he does, there will be nobody else left that will come looking for the girl.

ANONYMOUS LETTER

There's an important item hidden in the falls. If you are able to get it, you might be able to get Ashley out of the church.

But I'll warn you, the route to the church isn't a walk in the park by any means. They've deployed what's called an "El Gigante", so God bless.

About what's been going on in your body... if I could help you, I would. But unfortunately it's beyond my power.

SERA AND THE 3RD PARTY

The whereabouts of Sera are still unknown. Most likely he's using an old secret passage taught to him by his grandfather who used to hunt in this region long ago.

I'm pretty sure he's hiding our property somewhere in the forest. If his grandfather was still alive, I would have used him to find Sera...

But how did he find out about the egg injected into his body? And the fact that he was able to remove it before it hatched is concerning.

Another factor that concerns me is that Sera escaped with our property just before the American agent arrived. I don't believe that was just a coincidence. There has to be another player involved in this.

In order to settle this whole situation, we have to capture Sera and wait for the effects of the drug to wear off before we inject him with another egg.

Once this is done, whoever is behind all of this will surface. Nobody shall interfere with our plans. Those who do shall suffer severe consequences.

TWO ROUTES

Just a while ago, I was informed by Lord Saddler that our men had shot down a United States military helicopter. There shouldn't be any more outside interference for a while now.

Unless the United States government determines who the traitor is, they can only initiate very small covert operations. We must use this time to our advantage and recapture the girl.

The two Americans can only get out of our territory by using one of two routes. This is where we will stop them. We shall make use of our forces to the greatest degree.

We will deploy a large number of Ganados in one of the routes to ensure that they do not slip by us. For the other route we shall leave the task to El Gigante. Whichever route they take, the agent will never leave here alive. Not with the girl at least.

VILLAGE'S LAST DEFENSE

I clearly underestimated the American agent's capability. He's still alive.

I thought that we could wait until the egg hatched, but at this rate, he could destroy the whole village before it does. We must take care of this nuisance.

We shall change our priorities -- for the time being, we will cease our hunt for Luis and ambush the two Americans.

There is a building used to enlighten betrayers just beyond the point where you get off the lift. It's a perfect place for ambushing them.

If all else fails, they still would need to face me in order to get past the last gate that leads out of the village. For only before my sight will the gate open.

CAPTURE LUIS SERA

I have confirmation that Sera has entered the castle.

Why would he return during his escape leaves me to question his motives. But we must seize this moment and capture him.

We will get the other two Americans after we apprehend Sera.

It appears he took some vaccines when he stole our "sample". The vaccines we can do without but we must retrieve the "sample" for it is our life blood.

I feel there is somebody else or some other group involved in this whole affair.

If the "sample" were to get into the hands of that other entity, the world which we seek to create will not come. We must apprehend Sera as quickly as possible.

TARGET PRACTICE

-GAME RULES-

1. Receive prizes by scoring over 3,000 points.
2. Bonus points will be awarded for headshots.
3. A high-scoring Salazar target will appear with 5 consecutive hits.
4. Shooting an Ashley target will deduct points.

-PRIZES-

1. Normally 1 bottle cap will be awarded as a prize.
2. Special bottle caps will be awarded by either shooting all the wooden targets except Ashley or scoring above 4,000 points.
3. There are 24 bottle caps in all. Each time you enter a new Shooting Range, 6 new bottle caps will become available.

-SPECIAL BONUSES-

Each time you complete a row on the collector's base, you'll earn bonus points!

1. There are a total of 4 rows. You have 4 bonus chances!

Note: Bottle cap collections can be viewed in the Key/Treasures screen.

LUIS' MEMO

There are some parasites that have the ability to control their hosts. It's basic knowledge among biologists but not much is known as to how the parasites do it.

Studying these parasites specifically might reveal some clues as to how the powers of the Las Plagas work. And perhaps provide more insight on the victims of the Las Plagas, the Los Ganados.

Here is a list of some parasites that have the ability to manipulate the behavioral patterns of their host.

Dicrocoelium: Once the larvae of this parasite migrates to the ant's esophagus, it alters the behavior of the ant. When the temperature drops in the evening, the infected ant climbs to the top of a plant and clamps onto a leaf using its mandible. It stays there immobile until the next morning, placing the ant where it's most vulnerable to be eaten by a browsing herbivore such as a sheep. One would conclude that the parasite is manipulating the host's behavior to make its way into the body of its definitive host.

Galactosomum: The larvae of this parasite makes its home inside the brain of a fish such as the yellowtail and the parrot bass. Once infected, the fish make their way up to the water's surface where they'll swim until eaten by seabirds. Once again, this peculiar behavior can only be explained by the parasite's desire to get into the bodies of the seabirds.

Leucochlordium: This parasite's sporocysts develop in the snail's tentacles. The sporocysts are vivid in color and pulsate continually somewhat like a worm. Surprisingly the infected snail makes its way to the top of a plant where it is more visible to the eyes of birds, therefore more likely to be eaten. Once eaten by a bird, the parasite will complete its metamorphosis into an adult.

CASTELLAN MEMO

For many years the Salazar family has served as the castellans of this castle. However, not everything is bright, for my ancestry has a dark past.

Long ago there once was a religious group that had deep roots in this region called the Los Illuminados. Unjustly however, the first castellan of the castle took away their rights and powers.

As a follower of this religion and as the 8th Castellan, I felt that it was my duty as well as my responsibility to atone for that sin.

I knew the best way to atone for the sin was to give power back to those who we once took it away from, the Los Illuminados.

As expected it took a little time, but we were able to rejuvenate the once sealed Las Plagas. With this success I was one step closer to the revival of Los Illuminados.

The reason why I released the Las Plagas from deep under this castle and gave them to Lord Saddler was not only to repay for the sins of my ancestors, but I felt certain that the Lord would make better use of this power to help save the world.

To save those that have sinned with the power of the Las Plagas and to cleanse their soul, creating a world without sinners. The way it was meant to be. Once cleansed, they would become one of the many Ganados where they will find their reason to live.

And after the Lord has succeeded in creating the world he has envisioned, then the sins of my Salazar family will be atoned for.

FEMALE INTRUDER

There seems to be a female intruder among us. We believe she's connected with Sera.

We also believe that she was the one who removed the egg injected into Sera before it hatched. She may have had him retrieve the "sample" before the American agent's arrival. It's obvious that her objective is the "sample".

We must get to her before she is able to re-establish contact with Sera. There's also reason to believe that she's working for somebody.

We need her alive for interrogation. The female should be able to answer all our questions.

After we have captured her, Sera will no longer be of any concern. As long as we retrieve the "sample," you may dispose of him as you see fit.

BUTLER'S MEMO

Knowing that Sr. Ramon Salazar had no family, Lord Saddler must have used his strong faith in the Los Illuminados to his advantage to talk Sr. Salazar into undoing the seal of the Las Plagas once done by his ancestor.

Sr. Salazar would never do such a thing unless he was in some way being used unknowingly. I should have sensed the Lord's dirty scheme sooner. I feel I'm partly responsible for all this.

I have no idea as to what the Lord is planning, but Sr. Salazar was just being used. It is too late now however. Sr. Salazar has already taken the Plaga into his body.

There is no turning back once the Plaga has turned into an adult in the body. The Plaga parasite will not die unless the host dies. There's no cure. Perhaps Sr. Salazar may have been vaguely aware of the Lord's plan all along. But it's hard to tell.

Nevertheless, there's nothing I can do about it now. I have served the Salazar family for generations. I am prepared to continue my services until the very end.

SAMPLE RETRIEVED

As you may have heard, Luis Sera has been disposed of by Lord Saddler. The "sample" is back where it belongs. I had hoped that the whole matter could be resolved without troubling the Lord. However, as long as the "sample" is safe we can all rejoice, for our time is nearly at hand.

Now that the "sample" is back in our safe hands, it'll be a bit more difficult for that troublesome woman to get it. In light of all this, it's unfortunately that Sera had to go. Like us, he would have had a bright future if only he had shown more faith in our beliefs.

As for the other two Americans, the Lord has left the matter in our hands.

We must not disappoint the Lord. We shall capture Ashley and take her to the Lord and dispose of the American agent.

RITUAL PREPARATION

Thanks to the efforts of the "Novistadors", we have been able to recapture Ashley.

We shall prepare for the sacred ritual as quickly as possible and make Ashley an official member of the Los Illuminados.

While we prepare for the ritual, those of you who feel inclined can attend to our American friend.

We should be able to hold off our friend for at least a little while by jamming the gears in the clock tower with something.

I think if we jam the gears in 3 places, it should give us enough time to prepare everything for the ritual.

Now go and entertain our American tourist.

LUIS' MEMO 2

The first castellan buried the Las Plagas deep underground below the castle to hide their very existence. But when Salazar released the Las Plagas, no one thought he could bring them back to life. Because when Salazar found them they were all just fossilized remains.

Everyone knew that the parasitic organisms could not survive without hosts. That they couldn't sustain life on their own. But when Salazar and his men excavated the remains, it almost appeared as if the Las Plagas were just waiting to be discovered so that they could resurrect.

Several years later, unexplainable convulsions started occurring among the villagers who helped with the excavation of the Las Plagas.

Then one day, all of a sudden, these villagers turned into violent savages.

They later found out it was caused by the Las Plagas. Although they appeared fossilized, they were able to survive the long years by lying in a dormant state at the cellular level, remaining in a spore-like form.

Apparently, during the excavation, the villagers inhaled the spores and within their bodies the parasites became active again. This is how the Las Plagas were resurrected.

Even as I'm writing, the excavation of the Las Plagas continues.

God only knows how many of these Plagas have been resurrected. Not to mention the countless number of Ganados that have been created.

Their inhumane activity must be put to an end. If they are not stopped, people around the world could turn into victims of this crazy cult organization.

LETTER FROM ADA

Once a Plaga egg hatches, it's nearly impossible to remove it from the body. But if it's before it hatches, then it can be neutralized by medication.

If it does hatch you might be able to get it out by surgery before it turns to an adult. But it won't be easy. There's a high chance you won't survive the operation.

As far as I know the girl was injected with the egg before you. Her time is ticking. You should prepare yourself for the worst case scenario.

LUIS' MEMO 3

The hideous creatures such as the El Gigante and the Novistadors are merely by-products of the diabolical and inhumane experiments conducted on the specimens that were once human.

But there's one type of creature that clearly distinguishes itself from the rest. These creatures are called Regenerators.

Regenerators have a superior metabolism that allows them to regenerate their lost body parts at incredible speeds. I've never seen anything like it...

It is this characteristic that makes them almost invincible to conventional weapons.

But like any living creature, there's a way to kill it. Apparently there are Plagas that live in its body somewhat like leeches. They can't be seen with the naked eye. They can only be located through thermal imaging. To stop its regeneration process, these leech-like Plagas must be located and then destroyed.

As far as I know, most of the Regenerators host a number of these leech-like Plagas. To kill the Regenerators, each one of these leech-like Plagas must be killed.

PAPER AIRPLANE

Perhaps you have it figured out already, but you might be able to get out of here by using the waste disposal vent.

OUR PLAN

Because of that agent we lost Chief Mendez and Ramon. Nevertheless, everything will proceed according to plan.

I must admit however, the loss of my loyal men is a bit disheartening. But I will deal with it.

Replacing that loss will not come easy. I must choose wisely, for the Plaga reflects the conscience of their hosts. If chosen poorly, they could betray me. I need men who will swear their allegiance to me.

I've learned my lesson when Sera betrayed me. I will not make the same mistake again. In this important hour, I cannot and will not have anyone stand in my way.

LUIS' MEMO 4

I'll reoprt my findings about the Plagas here. The Plagas have 3 distinct characteristics.

1. As mentioned previously, the Plagas have the ability to manipulate the behavioral patterns of their hosts.
2. The Plagas are social organisms. By this I mean that instead of living individually, they live in perfect social harmony. It is believed that they have a collective intelligence. This type of behavior can be seen among insects such as bees and ants. However this kind of social behavior is rarely seen among parasitic organisms. Perhaps it was a learned behavior by the Plagas. I'm finding out if this has any relationship with their first characteristic.
3. The Plagas have exceptional adaptation skills. They are able to live off many kinds of organisms by creating a symbiotic environment quickly. This ability, when combined with their social behaviors, allows them to interact intelligently between hosts regardless of the host organism.

I am ashamed to admit that my pure fascination with the Plagas, in hindsight, has blinded me to the true research objectives of the Los Illuminados.

Even with the knowledge that Saddler was going to abuse the results of these experiments, I could not pull myself away from my research. As a result, I am just as responsible for this whole mess as he is. I see now that I was wrong, but can I stop their evil plans alone...?

KRAUSER'S NOTE

It turns out that old man Saddler wasn't buying me from the start. Even though I succeeded in kidnapping Ashley, I sort of sensed this when Saddler didn't completely let me in the loop.

Under the circumstances, I had no other alternative but to call for her assistance. Perhaps she knew this was the way it was going to turn out all along...

My guess is that her ultimate goal might be different from Wesker's and mine. This is just the perfect opportunity to find out.

And after I get rid of Leon and retrieve the sample, I'll put her in a bodybag along with Leon and send them both to Wesker.

LUIS' MEMO 5

From the initial stages of the research, we have been searching for a safe and practical removal procedure of the Plaga.

Ironically, it turns out that the real objective of this research was not to find a way to remove the Plagas from the infected persons but to find a way so that the Plaga could not be removed from the body easily.

In the end, we were able to find out that the Plagas could be removed only by exposing them to a special radiation.

The only drawback with this method is that it is a very painful procedure. Since the Plaga attaches itself ot the nerves, there is a possibility that it may impair the consciousness of the host.

Another fact that must be mentioned is that once the Plaga grows into an adult, the removal procedure could kill the host.

But perhaps death isn't so bad when you think about the alternative.

OUR MISSION

The real power of the United States lies in three areas. The Justice Department, the Administrative bodies, and the Military. In order to take control of these areas, we must influence the minds of the people who advise the President.

After this is done, the rest of the departments will quickly fall under our sway.

If by chance the United States were to figure out our plan, the damage caused should be minimal.

We will still be able to conquer the country as planned using our backup plan. Once we control the country, we will use their international influence to our advantage. The rest of the world will fall swiftly.

As already stated, if our first plan doesn't go as smoothly as expected, we'll proceed with our secondary plan. By sending in our "special" forces we will infiltrate the country from within. Fear and chaos will spread through the nation like a virus.

It'll only be a matter of time before the country loses its stability. At that time, when they're most vulnerable, we will strike.

Rejoice my brethren: the world shall soon be cleansed.

RESIDENT EVIL™ 5

THE WRITING IS ERRATIC...

All outsiders will receive the blade of punishment!

We will bless them with a sacred death!

We will release them from their bonds of wickedness!

TYPE 2 LAS PLAGAS

As stated in earlier documentation on the subject, the original Las Plagas parasite was discovered in an isolated area in Europe. Upon maturation in a host, the parasite quickly replaces the host's will and self-awareness, rendering them highly susceptible to control by another.

It was this aspect of Las Plagas that meant one so inclined could create obedient subjects who would obey directives without question. With obvious commercial application possibilities, Las Plagas quickly came under review by interested parties.

The problem with commercializing Las Plagas was the time discrepancy between initial infection and when the hosts were rendered susceptible to control.

The time between when Las Plagas is administered to the host as an egg and the time when it fully matures and attaches itself to the central nervous system was met with negative criticism.

The maturation cycle of Las Plagas is relatively brief, but potential customers wished for more expedient results.

With this in mind, research was undertaken to improve Las Plagas, the final result of this research becoming Type 2 Plagas.

Type 2 Plagas differs from its predecessor in that it is administered in its matured state, and from that point the host can almost immediately be controlled.

Type 2 is administered orally, or more specifically, it is forced into the mouth of the host. It's an indelicate method, but it's also the most effective.

After oral administration, Type 2 rends the esophagus and moves first to the medulla oblongata, then to the brain proper, and finally the spinal cord. Once it has taken hold of the central nervous system, the host can be controlled.

Under a laboratory setting, we recorded complete control of a host within ten seconds of administration of Type 2.

Aside from the reduced infection time, the Type 2 Plagas appeared to share all of the characteristics of the original Las Plagas, which made it more than suitable for commercialization.

All that remains now is to accumulate field data from the Kijuju Autonomous Zone.

Listed below are the three key experiments for evaluation of Type 2.

1. INFECTION
Administer Type 2 samples to 10 previously infected individuals and observe the rate at which they spread the infection. These 10 test subjects must be given enough Type 2 samples to create measurable results.

2. CONTROL
Observe to what extent the barbaric behavior induced by the Plagas can be controlled. This will be ascertained by witnessing the results of the directive to engage the BSAA operatives within the area.

3. FIGHTING
Accumulate data on Type 2 in combat. Type 2 hosts will battle BSAA operatives deployed in the area.

This experiment will be the last stage for evaluating the effectiveness of Type 2 Plagas.

LOOKS LIKE A MESSAGE...

Las Plagas -> Possible mutation in the body.

Low probability but evidence is compelling.

Possible sales point?

Weak against bright light. <-- Address problem immediately!!

SCHEDULE REPORT

From the evidence gathered thus far, it would appear that most of Delta Team was wiped out between the time they requested backup and the time we reached the area.

One of their beacons was still transmitting an active signal, so we moved to intercept due to the possibility of survivors.

While en route, the beacon's transmission ceased. Judging by the last transmission the beacon should be just ahead of our current position.

There is a sealed door currently blocking our route, so infiltration may prove difficult.

VILLAGE YOUTH'S DIARY

April 5

A man who said he was the foreman of the oil plant came to visit us today. He said he wants to inoculate everyone living near the oil field against some kind of disease.

In my parents' generation, they tricked our people and stole the land to turn it into their oil field. They must feel guilty about that because they are always trying to help our village now.

When we couldn't get across the swamp, they built a gondola on a rope for us.

Sometimes they'll even give us alcohol from foreign countries. This medicine is probably something like that.

Everyone in our village is glad to receive this medicine, but I don't want it. I don't have a reason for not getting it. I just didn't like the way the foreman looks, that's all.

APRIL 8
Everyone went to the oil field to get this inoculation. The village is usually never this quiet. The only thing to do today is sleep.

APRIL 9
I slept too much during the day, so I couldn't sleep at night, and it was noisy outside. Everyone was talking with serious voices in the middle of the village. All of the children in the village had come down with a fever.

The mothers all drew water to cool their bodies, but it didn't help. By the next morning they were all dead.

In the morning our leader went to the oil field. He wanted to know if the medicine they were given killed the children.

When he came back to the village, he said the children died because they had the disease. He told everyone that they needed to go back for more shots. I didn't want to, but everyone in the village was worried about catching the disease. They forced me to go with them and get the shots.

APRIL 10
People are fighting in the village. All the men are very angry. It might be because all the children died, but I think it's something else.

The women just sit around and don't move. I wonder if the disease is spreading?

APRIL 11
I couldn't sit still today. It felt like something was moving around inside me.

Outside I saw a man who looked strange. He was naked and had a weapon. His entire body was covered in war paint. It wasn't even a festival day.

I tried to talk to him, but when he turned around, I saw his face...

He didn't even look human!

What is happening to the people of my village!?

APRIL 12
The screaming has not stopped since yesterday. The men are all dressing like our ancestors and fighting each other. Most of the women have died.

APRIL 13
Head hurts. Fever... Feel angry.

Saw big man outside window. Very tall.

Must be vision.

APRIL 14
Feel good...

Screams... stop...

Looks fun...

Want to... kill...

TYPE 3 PLAGAS FIELD TEST

One week has passed since the initial field test of Type 3 Plagas.

Type 3 was designed to display dramatically enhanced physical abilities over previous versions.

The original Las Plagas had a special Plaga known as the control Plaga that would provide a host with enhanced physical abilities.

These control types were limited in number, and they always caused severe physical changes in the host, and thus it was not always expedient to use them.

From a business standpoint, this was undesirable. The idea was to create super soldiers without any side effects, something consumers wanted.

Other teams are currently working on developing a similar product to Las Plagas for commercial use, but given the affinity Las Plagas has for human hosts, it seems advantageous to continue to develop it. Other methods may produce superior super soldiers, but if they do not render the host completely controllable, their effectiveness would be limited.

Taking a subordinate Plaga (the base Las Plagas) and implanting a gene from the control Plaga created a new type of Plaga – the Type 3.

It is believed that if Type 3 can be perfected, it will become the new standard on the bioweapons market.

But that day is still in the offing. During a recent field test, a number of issues came to the fore. The chief problem is its ineffectual adherence rate. In adult and adolescent males the adherence rate is approximately 92 percent, the same for normal Las Plagas. For women and young children Type 3 has a 0 percent adherence rate.

With these disappointing results, it is obvious that in its current state, Type 3 would not render an adequate product.

In addition, superficial mutations were invariably fatal. This is thought to be due to the dynamic influence of the control Plaga gene.

The test, however, was not without some favorable results.

Our goal to realize dramatic physical enhancements was somewhat realized. The jumping power of hosts has shown remarkable improvement.

Another point is one we hadn't predicted: size increase in the hosts, with some reaching a height of almost three meters. This could also be due to the gene from the control Plaga, but it is within acceptable parameters.

With this field test, we did not achieve all our initial desired results, but the test was not a complete failure. It may be possible to use the information garnered from the current tests and use them to make improvements in any future tests.

CONSTRUCTION SUPERVISOR'S LOG

So we finally kicked the Ndipaya from the ruins they were squatting in. I have heard it was just to get this flower field, but that's the last of my concerns right now. One thing I do know is that construction here has been a colossal headache. Trying to build something among these ruins is almost impossible to begin with, and just to get started, we had to change the groundwater channels.

That meant the "flower bed" wasn't getting irrigated properly, and now the flowers are dying.

And to top it all off, I have the head researcher, Brandon, breathing down my neck. He says he wants the facilities to be at least three times bigger than originally planned.

So after that got approved, they fired the supervisor before me, Peter. Not sure why though, maybe he looked at them wrong or something.

If I let these flowers die, the same thing'll happen to me. I can't help but sympathize with poor Petey, working with these science types is a pain in the ass.

I hope we find a new water source soon. Our surveys showed that there might be some groundwater 500 meters or so down. That's pretty deep, so we'll probably have to use that new pump system the Fabiano company makes. Hopefully that'll work, but with how everything has went so far, I'm sure something will go wrong.

The only problem is that I have no idea when I'll be getting those new pumps. Even best case scenario, there's no way we'll get those new pumps in here and set up before the year is out. Looks like we'll just have to use old-fashioned manpower to fetch water for those flowers so they don't die.

Looks like I'm going to be spending the last Christmas of the '60s away from my family in a dank, dark cave playing gardener for some flowers... Ain't life a bitch?

(The document following this is newer.)

ADMINISTRATOR'S LOG

The pumps are properly irrigating the Progenitor flowers, but they require a lot of maintenance.

Umbrella installed these pumps over thirty years ago. It's a wonder that they still even work. The tank that filters the water is barely holding up. We need to replace these pumps as soon as possible.

In a lucky turn, I found the log of Umbrella's construction supervisor. It said the pump system here was designed by a company called Fabiano.

I think we use Fabiano pumps in our natural resources development division.

I'll talk to Mr. Irving, the foreman of the oil plant, and see if we can't get some newer pumps from him.

FROM CHIEF RESEARCHER BRANDON'S JOURNAL - NO. 1

1966

DEC. 4

Mr. Spencer once spoke of a flower called the Stairway to the Sun. Supposedly this flower would give the person who consumed it incredible abilities. Everyone thought it was nothing more than a rumor or legend that Mr. Spencer was telling us, but later research would prove us wrong.

The first person to recognize the validity of that story was my teacher, Dr. James Marcus. He hypothesized that a virus, hereto unknown, might exist that could alter DNA.

The man was perspicacious! His hypothesis turned out to be correct!

The virus discovered in that flower was labeled "Progenitor." For three months in Africa we worked diligently, fretted over results, and staved off attacks from the Ndipaya. After such time, our efforts were finally rewarded.

Even Dr. Marcus, who until yesterday looked exhausted, was in good spirits. He wants to return home as soon as possible to delve deeper into his research.

I feel the same way. I want to learn the secrets of this Progenitor Virus as soon as possible.

1967

FEB. 12

We've hit the metaphorical brick wall. We brought the Progenitor flower back from Africa and attempted to cultivate it here. The initial culture samples of the Progenitor Virus have not shown DNA-altering characteristics.

We cultivated the flower to mass-produce the Progenitor Virus.

At first, everything proceeded smoothly. The plants were strong, and grew quickly. In a short amount of time they flowered.

But here is when a major problem surfaced! The flowers did not contain the Progenitor Virus!

Perhaps the environment in which they're grown triggers the development of the virus. This matter must be investigated further.

MARCH 23

We've made no progress. We've tried cultivating the flower under different conditions, but with no luck in triggering development of the virus itself. Thus far we have tried changing the soil, water, temperature, and light exposure all with no success.

I got into a heated debate with Dr. Marcus about the direction this research was taking.

During that debate, Mr. Spencer interjected some foolhardy notion of starting a company.

Without the Progenitor Virus there's no point in starting a company. Does he not see that? It's all pointless!

FROM CHIEF RESEARCHER BRANDON'S JOURNAL - NO. 2

1968

APRIL 15

It's been over a year since we've had any breakthroughs. That's why Dr. Marcus and I have decided to return to Africa. We can no longer continue our research without the Progenitor Virus. I know those routine attacks by the Ndipaya are really going to wrack my nerves, but for the sake of our research, I will persevere.

In the face of my foreseen dismay it was Mr. Spencer who provided the answer.

"If you're worried about the Ndipaya, then we'll just have to remove them from the equation."

I can only imagine the look of shock on our faces.

The idea never occurred to us. It was quite an atypical solution to our problem, but it seemed to be the only option available.

Dr. Marcus and I decided to try Mr. Spencer's plan.

AUG. 19
Finally, some good news! We learned they were able to chase the Ndipaya off their land. The land we acquired only amounts to half of those underground ruins, but if it includes the area where the Progenitor flower grows, then there should be no issues.

Mr. Spencer said he plans to construct research facilities at the site, which will expedite our research into the virus.

We hastily made our preparations to depart for Africa, but Mr. Spencer requested that Dr. Marcus stay in Raccoon City to take over the Training Center.

We were initially taken aback by the request, but we soon realized it was the logical course of action. Dr. Marcus needs a calm environment to properly conduct his research. If he were in Africa, there would be no proper facility for him to use at this time. I just hope the African research facilities get built soon.

So now I will go alone to Africa and send back samples of the Progenitor Virus to Dr. Marcus.

Both Dr. Marcus and Mr. Spencer agree that this is the best course of action.

I have to start making preparations to go. I have a feeling I'll be pretty busy starting tomorrow.

SEPT. 29
I've been in Africa for two weeks now. It's a good thing Dr. Marcus isn't here. This place is far from being a paradise of research and scientific study. The so-called research facilities are nothing more than a bunch of tents, and we have to employ armed soldiers to keep the Ndipaya at bay.

But the thing that gets on my nerves the most is the sound of the construction for the real research facilities.

How am I suppose to concentrate on research when everything is threatening to drive me insane? I'm trying to just concentrate on extracting virus samples from the Progenitor flower so I can send them to Dr. Marcus. Hopefully, if I focus on my work, I can remain sane in this godforsaken place.

1969
JUNE 15
The research facilities are finally complete! This is the real Umbrella Africa Research Center, not just some pile of tents.

But I've come to a realization in the past nine months. The facilities are too small for our needs. We need to make them larger, more suitable for research. Then we can fill them with more talented researchers.

This place needs to be our frontline in our Progenitor Virus research. Our results will do a great service to Dr. Marcus and his viral research.

In a rare turn of events, that old skinflint Spencer actually agreed with me on this!

INVOICE COPY

Umbrella Training Facility

Dr. James Marcus

Five (5) cases of the "PROGENITOR" sample

Dec. 15, 1977

Africa Research Center Director

Brandon Bailey

TELEGRAM FROM JAMES MARCUS

T-Virus development a success

Jan 13 1978

J Marcus

RESEARCH CENTER DIRECTOR BRANDON'S JOURNAL

1998
NOVEMBER 16
We've closed down the Research Center.

It's strange, but I don't really care. I'm indifferent to the whole thing. I feel the same way as when I heard that the Arklay facility and Raccoon City were destroyed. When did I become so apathetic?

I've spent every waking moment researching and extracting the Progenitor Virus. Everything I did was for Dr. Marcus.

Actually, when I think about it, I probably stopped caring the day I heard he had died all those years ago.

I didn't feel angry or happy or even shocked; I felt nothing at all. It was as if all my emotions just shut down. I just kept sending out samples of the Progenitor Virus to all of Umbrella's laboratories. I was just an automated machine reporting to Umbrella Headquarters every time one of my subordinates made a breakthrough or discovered something new.

I was like a zombie ambling through life. No thoughts, no feelings.

And now the Research Center where I've spent half my life is closed.

I really don't care one way or another.

It's probably for the best. Perhaps it is too late to have any semblance of a life again.

TRICELL RESEARCHER MIGUEL'S JOURNAL - NO. 1

FEB. 19
When I heard it was THE laboratory used by Umbrella in Africa, my expectations were raised, to say the least. But when I saw it, well, it's a lab in name only. I don't know how Umbrella ever used it, and Lord knows how Tricell could possibly have any use for it.

The place was abandoned long ago, so there's nothing there of any value to us.

Not one piece of lab equipment remains, at least nothing that still works. I can't say I'm surprised because I half expected this.

Anyway, the important thing is the Progenitor Virus.

If we didn't need that virus for our research, there would have been no need to come to this run-down Umbrella facility anyway. We already have samples of the T-Virus, the G-Virus, the T-Veronica Virus, and even the Las Plagas parasites. We have everything we need for our research.

We just didn't have that damned Progenitor Virus.

But we finally got our hands on it. Hopefully this will give us that much needed breakthrough in our research. I can't wait to start working on it.

MAR. 7
I wonder who came up with the name Licker for those creatures. I mean, when you see its long tongue you just know that it's the perfect name.

But for researchers like me, B.O.W.s like Lickers are just a pain in the ass. If I said Lickers were too perfect, I'd probably be going too far in my praise. But they're pretty much an evolutionary dead-end. There's no room left for improvement.

B.O.W.s that were created using the T-Virus don't seem to show much improvement when the Progenitor Virus is administered.

I mean, their abilities show some slight improvements. For example, their sense of smell seems more or less improved.

But that's all we've got so far. They're still blind as an old lady, and they're ugly as shit. The biggest jump in their evolution seems to be their ability to reproduce.

I hate when things don't go according to plan, but since there's still a demand for Lickers on the B.O.W. market, I guess things aren't all that bad.

AN E-MAIL TO AN ACQUAINTANCE

Hey,

I know this is sudden, but I'm going to be getting some time off soon.

We've completed most of our work on the new "project" (sorry, you know I can't talk about work), so they're giving us some time off as a reward for all our hard work.

All the staff are leaving tomorrow and we'll finally be getting out of this country.

I'm heading straight to Arizona, and I can't wait to get home and see everyone.

More than that, I think I'll be happy to get away from "the high and mighty" Miguel. Guy thinks he's some sort of super genius.

Miguel's a guy that sits next to me at work, and he's a good researcher and all, don't get me wrong. He's got some good ideas and is good at noticing details, but every time he opens his mouth he just goes on and on about how great he is. You can't even begin to imagine what torture it is to hear that day in and day out. I wish we made a sedative I could give him.

But forget all that.

What matters is that I should be back home within the next few days. When I get back, I'll give you a call. We gotta go out and get smashed. I could use the break.

Talk to you soon,

Ryan

TEST SUBJECT DATA

Test Subject

Caucasian female

Eye color: blue

Subject has been in a medically induced stasis for an extended period. All vital signs including heart rate, respiration, blood pressure, and temperature are within normal values.

A pigmentation abnormality has been observed. Effect of abnormality is limited to cranial hair follicles.

In addition, slight skin whitening (etiolation) has been observed.

REGARDING THE MUTANT ORGANISM FOUND IN THE FACILITIES

MAY 6

A fire broke out during the test for loading Uroboros Virus onto the missiles. This required a temporary Level 4 (BL-4) quarantine for the immediate area.

MAY 11

It's been five days since the area was put under quarantine. There have been reports of an animal undergoing a strange and rapid mutation. Eye-witness accounts indicate the creature possesses a very hard epidermis. No viral cysts related to Uroboros have been reported, however.

I speculate that we are dealing with something that has been influenced by the Uroboros Virus, a rare occurrence to be sure. Perhaps tomorrow I will put together an investigation team to procure a sample specimen.

MAY 12

I sent a lightly armed team to investigate the sightings of this strange creature. Unfortunately, another team had to be deployed to retrieve the corpses of the first team, which had been dismembered by something extremely sharp. There were also multiple stab wounds that appeared to be made by a giant spear.

Trace amounts of a peculiar chemical substance were detected on the eyes of some of the corpses.

What kind of mutant organism we are dealing with is still unknown at this time. According to the initial investigation, we could be dealing with a new type of B.O.W. Based on the creature's style of attack, I have codenamed it "Reaper" for the time being.

Of course, more data on this creature is still required before a thorough analysis can be submitted.

DIRECTIONS FOR USE OF UROBOROS VIRUS

Attention!

*This instruction manual contains important information concerning the proper handling and use of the Uroboros Virus.

*Using the virus for anything outside the uses listed in this manual could result in the expiration of the handler.

*Using the virus for anything outside the uses listed in this manual could result in the expiration of those within the handler's vicinity.

*Administration of the virus to a test subject usually results in dissolution, so carefully select your test subjects.

*When using this virus, please follow the instructions in this manual carefully.

Virus dosage is proportionate to the test subject's weight. Please use the following chart:

60 kg or above	1 bottle
40-60 kg	2/3 bottle
20-40 kg	1/2 bottle
20 kg or less	1/3 bottle

After injection of the virus, a test subject may experience some or all of the following symptoms:

-Sweating, labored breathing, delirium and/or confusion.

After being administered, the virus will recognize and adapt to the test subject's DNA. During that time, the virus will enter a state of dormancy. When it is unsuccessful in adapting to the subject's DNA, it will begin to assimilate organic matter from its immediate environment in order to fuel its growth.

The immediate area around an unsuccessful adaptation is extremely volatile. Researchers should be advised to evacuate the vicinity of the test subject's corpse or incinerate it to prevent its spread.

The virus will transform the cells inside the test subject's body into black leech-like pustules, then expel them through the skin surface, consuming the subject completely.

This creature displays only primitive intelligence, and will only search for and prey upon organic matter to fuel its growth. Individually these pustules are not a threat, but as a collective they become dangerous to other living organisms and will try to feed on them. Please take extreme caution when handling the virus.

If the virus does adapt to the test subject's DNA, you are required to report it to the proper section immediately.

In the case of rejection of the subject's DNA, or if there are complications disposing of the corpse, please contact the section listed on the attached paper. You will then be instructed on how to deal with your situation.

REPORT ON IMPLEMENTATION OF PREVENTING INFORMATION LEAKS

The following report details the execution of your orders.

08:53
All research personnel boarded a bus.

08:57
Left research facility and headed toward the airport.

09:22
Sleep gas was released and targets for elimination all fell into a coma.

09:25
Bus was stopped and targets were brought outside the bus to be eliminated.

09:44
Elimination of targets finished.

11:03
Targets' bodies were collected and brought back to the research facility.

11:35
Bodies disposed of in the underground furnace along with all personal effects.

13:10
Completed immolating all bodies and personal effects. All orders successfully carried out.

End of report

TRICELL RESEARCHER MIGUEL'S JOURNAL - NO. 2

MAY 9

Our current aim is to develop a virus that surpasses the potential of both the G-Virus and the T-Veronica Virus.

We need to eliminate extreme mutations, mental atrophy, and instability in the virus.

We were told not to be concerned with retention and rejection rates, but even still, overcoming these three problems is going to be a challenge.

Of course, all that is really only a problem for regular researchers.

I'm already on the cusp of overcoming two of the problems. The third is proving to be a bit trickier, so I may have to resort to some alternative methods.

Sometimes I frighten myself with my own ingenuity! Tricell is fortunate to have someone of my intelligence on their payroll.

REPORT ON PROJECT W
AUG. 28, 1998

It has been confirmed that the accident at the Raccoon City Arklay Research Facility was due to the involvement of Project W test subject No. 013 (hereafter referred to as Albert). His death in the accident has made obtaining any further information an impossibility. (Albert's death was confirmed by the Information Department.)

Albert's death puts the current success rate of Project W down to 18 percent.

The quota of qualified individuals for the project has been drastically reduced and must be addressed immediately. This poses a grave situation for any progress that can hope to be made in the project.

Since there is no roster of qualified individuals to replace the recent losses, it would be advisable to start selecting individuals from the pool of failed candidates.

After this, adjustments can be made that will restore up to 93 percent of the quota prior to Albert's death.

Umbrella Information Department

Alex W.

SPENCER'S NOTEBOOK

I just received word that Raccoon City has been wiped out. The Americans finally took action against us. I hope the irony of using the very military machine that was supposed to protect them from foreign attackers to kill their own people is not lost on them.

While the danger posed by the threat of the T-Virus spreading was very real, I don't think Americans will easily forgive their government for the deaths of over 100,000 of their own people.

If the truth of this matter is ever brought to light, support for the current administration will plummet. I don't think he wants that.

Even a child can see that they will come after Umbrella with everything they have. To hide their own foolish mistakes, they will blame Umbrella for Raccoon City's annihilation.

It would seem Umbrella will share Raccoon City's fate, but perhaps it will be to a lesser degree.

Umbrella was nothing but a tool for the research of the Progenitor Virus. Even without that tool, the research still survives.

Only Umbrella's lowly employees will be hurt by its dissolution.

If the secret research involving the Progenitor Virus is protected, then I can always rebuild anew. I've already made preparations for such a plan.

The research facility in Africa remains a secret, and it is there that the Progenitor Virus is produced, something that we didn't achieve until the late 80s.

Only a handful of people in the company are even aware of the African facility's existence thanks to our strict regulation of the flow of information. Only a minimum amount of personnel were ever transferred from Africa to other locations, and they were always closely monitored.

Director Bailey has been confined to the African facility for almost 30 years, and even that has all been for this day.

All that remains is to close that facility and everything will go according to my plan.

Once that facility is gone, all its connections to Umbrella will disappear with it. Then I will have to deal with anyone who has a Level 10 security clearance as they are the only ones who knew of the African facility's existence. Everyone else will be summarily disposed of.

My secrets will be protected. When one buries a treasure, one should not leave behind a map.

(A printout is stuck inside the notebook.)

Personnel with Access to Company Secrets

LEVEL 10

Ozwell S. - Deceased

Henning P. - Imprisoned

Masaki T. - Deceased

Jenny K. - Whereabouts unknown

Carlos M. Found -> information obtained -> eliminated

LEVEL 9

Brandon B. - Deceased

Frank E. - Deceased

Isabella C. - Deceased

Greg A. - Deceased

Lee D. - Deceased

Michael K. - Deceased

Ethan W. - Deceased

SATELLITE LASER SHANGO OPERATING MANUAL

The Shango satellite laser is operated by using a rocket launcher-style laser targeting device (L.T.D.) that sends targeting coordinates to the satellite. The satellite is then capable of firing a highly concentrated laser to within centimeters of the target.

Operation Procedures:

1. Aim the L.T.D. at the target to relay the coordinates to the satellite.
2. Once the target has been ascertained, the coordinates will be relayed. During the transmission, the target ring will appear red on the targeting scope.

Note: If the targeting sensor's AI perceives that the target is no longer being tracked by the targeting scope, transmission of the coordinates will be canceled.

3. When LOCK ON appears in the scope, it means the transmission has been successfully sent. Pulling the trigger will now activate the laser.
4. The firing cannon must be given time to recharge before it can be re-fired.

UROBOROS PLAN

The Uroboros Virus will have a direct and substantial impact on human DNA. Those who possess inferior genes will find exposure to the virus fatal. Most of those infected will be unable to withstand this winnowing. The handful of survivors will be limited to those who possess superior DNA.

There is no room in this new world for those who do not qualify. A new day will dawn only for the chosen few. Tonight Uroboros and I shall awaken the best of this world.

Everything is on schedule. When the bomber reaches the tropopause, the missiles carrying the Uroboros Virus will be deployed.

Once released, the virus will enter the upper troposphere and spread using the wind currents. It is then that humanity will receive its final judgment. A virus possesses no emotions, and therein lies the beauty. It will select only choice humans from around the world. The ones who are not chosen, will become hosts for Uroboros, and their existence will consist only of searching for new hosts.

Once set into motion nothing can stop this chain reaction. The din of six billion screams will close the book on humanity's ignoble past.

PATRICK'S MEMOIRS 1

For a time, it appeared as if Master Spencer would recover his former health, but fate was not so kind, and now he confines himself to his study for days on end. It has been ages since I have seen him take his meals in the dining hall. I have endeavored to prepare meals to his liking, and I bring them every day to the study. Unfortunately, he lacks the strength to eat anything but soup and other liquids.

I cannot recall a time in the history of this household when the situation was as dire as now. In generations past, the Spencer Estate was the nexus for only the most well-to-do European socialites. Now only a skeleton staff remains to look after a man who keeps himself in virtual seclusion at one of his many residences.

My family has been in the Spencer household's service since the time of his great grandfather. This rapid state of decline would have been unimaginable even just one generation prior.

I remember fondly the days of my youth; but that seems like a lifetime ago now. It was about 50 years ago, back when my father was the head butler of the household. At that time I was learning his duties in preparation to succeed him, and there was always some chore or errand that would keep me running around the house.

I remember how Lord Ashford, another aristocrat from a storied family, and one of Master Spencer's schoolmates, Doctor Marcus, would find refuge from the summer heat at this villa. My father and I would accompany them and do our utmost to see that they wanted for nothing.

Perhaps because I was the youngest person there, they would take to teasing me. Though, more often than not they would treat me as one of them. I remember the time Lord Ashford gave me my first taste of brandy. It was on the second floor of the dining hall, behind the stone statues lining the room. I will never forget the mellifluous scent when he opened the bottle. But those cherished times are only memories now.

Lord Ashford, Doctor Marcus, and of course, my father have all already passed on. Only Master Spencer remains, and I'm afraid his days may be few.

When Master Spencer dies, it will mark the end of his illustrious family, as well as my family's service to his. For now, I can only wait for the inevitable.

(There's a note stuck between the last few pages.)

PATRICK'S MEMOIRS 2

I cannot stop thinking about the screams of those poor souls imprisoned in the basement. I administered the virus to all of them as per Master Spencer's instructions one week ago. Whatever they've become now, they are no longer human.

I have assisted with multiple experiments at Master Spencer's behest. I do not know of what use a simple butler not schooled in the sciences such as myself can be, but I should be proud that the master trusts me with his important work. He usually has nothing but contempt or distrust for those around him.

However, I cannot help but feel a disconnect between how I think I should feel and my actual mental state. On the one hand, I am filled with joy at the chance to assist the master in any way I can; on the other, I feel as if I am losing a bit of my soul with each experiment I assist with. The only way I can preserve my mental faculties is by taking time off, or by trying to divorce myself from all emotion.

Whichever the case, I must act and not question the master.

Duty and honor: that is what is at stake.

For generations, my family has been in loyal service to the Spencer household. I will not betray my duties, and I will serve Master Spencer until the end. I have dedicated my life to serving him, and there is no turning my back on that.

It is time to check on the test subjects and report on their current condition to Master Spencer.

I will carry out my duties, and I will do so honorably.

PATRICK'S MEMOIRS 3

I have been in Master Spencer's employ for the majority of my adult life. As of late, however, I find his actions to be inscrutable. For example, he has taken every possible precaution to conceal his whereabouts from the outside world. For what reason, I do not know.

Then one day he asks me to find a certain man and make him aware of the master's whereabouts. I do not know why he would go to such lengths to contact this man, but perhaps he wanted to see if someone could find him.

The man in question is one Mr. Albert Wesker, a name I have not heard in quite a long time. I only met him once, and that was over ten years ago.

I am ashamed to admit that I cannot recall his face, because as head butler, it is my job to remember people. The reason, I believe, is because of his eyes – those cold, unfeeling eyes that completely overshadowed his other features. At any rate, I have endeavored to get the information into Wesker's hands without letting on that it was Master Spencer's desire that he have that information.

I knew of a certain unscrupulous individual who could put the information on the streets, for the right price. He is the kind that does not care who he talks to. What made the individual I found of such importance is that he is in the employ of a female spy who has regular dealings with Wesker.

I paid this man (I forget if his name was Roberto or Ricardo) more than he deserved and gave him the bare minimum of information necessary to fulfill Master Spencer's wishes.

I dutifully carried out Master Spencer's directions to the letter. It was at this point that the situation took an even more cryptic turn.

The master, he let me go, but I do not know why. I asked him for a reason – the only time I have ever questioned him – but he responded with only silence.

I do not know what to do now. I am filled with a sense of loss. Everything I have ever known is gone. I dedicated my entire life to serving the Spencer household, and now that book has been forcibly closed for no apparent reason.

The only ones who remain will be those untrustworthy security guards and the people imprisoned below the premises. I truly doubt the guards' ability to attend to all of Master Spencer's needs.

Could it be that he plans on dying? No! He is not that type of man. He would not want to leave all his affairs in such an unfinished state.

Master Spencer must have some grand machinations at work that are beyond my ability to comprehend.

At any rate, I can only obey his wishes and take my leave. I will be loyal until the end, even if it breaks my heart to do so.

(There's another file here. It looks to be a list of test subjects.)

Test Subjects

001: Hans

002: Felicia

003: Marco

004: Jonah

005: Irma

006: Ken

007: Laura

008: William

009: Hiro

010: Derek

011: Miles

012: Alex

013: Albert

The number of candidates has been limited to the 13 individuals listed above.

SPENCER'S MEMOIRS 1

I, Ozwell E. Spencer, founder of Umbrella as well as its chief executive officer, hereby proclaim myself as ruler of all mankind. Everyone shall prostrate themselves before me as they once did for the ancient false gods.

At least, that was what my destiny should have been.

But I did not become a god; I could not sever my ties to my own weak humanity.

Instead my body is being destroyed by this damned disease, the disease of age. It has carved wrinkles in my face like a well-weathered canyon, and my arms are like the thin withered branches of a dying tree. Age has even deprived me of the use of my legs.

The only chance I'll ever have of becoming a god and shaping humanity's destiny, is to stop this disease from continuing to ravage my body.

I believe there's a saying about realizing the joys of life when one is at death's doorstep.

Sayings like that are for the weak who are going to die. They attempt to mask their fears with pithy aphorisms. Mortals can't comprehend what life means for those for whom death is not a concern. The ignorant are fond of making generalizations to include those who would not be party to their pedantic musings.

I will undo this unjust travesty done to me by time, and I will present myself as the perfect being that will rule over all mankind.

I will give them a new set of commandments to govern their lives.

All that remains is to find the key to eternal life!

The virus manufactured by Umbrella is that key. It suppresses telomere shortening that limits cell division. Somewhere in that process is the key to immortality. If the process could be perfected, that key would be mine.

I have the means available to me. I can realize my ambitions, thanks to Alex.

I lost much in human capital following Umbrella's bankruptcy, but I still have Alex, the best and brightest of them all, and the last of my children.

I have faith that if anyone can find a cure for the ailment of time that keeps me from assuming my role as the head of mankind, it is Alex.

Alex will find a way.

SPENCER'S MEMOIRS 2

I have done everything Alex has asked of me.

Alex's ingenuity far surpasses those of normal people. We wait for the appropriate time, gather the necessary materials, and Alex continues to keep the operation running smoothly.

Most children are held back by the limits of their own intellect, but not so with Alex. I've never witnessed anyone so adept at absorbing the talents of others simply by observing them.

I could not be more pleased. Alex displays superior qualities to everyone else.

I've provided everything Alex and the other researchers would need to conduct their research: unlimited funding, top-of-the-line equipment, research materials, and an endless supply of test subjects. The only thing wanting is time.

They will conduct their research on an isolated island in the South Seas that is home to an abandoned military installation from a nearby country. Alex has already gone there with a group of research assistants, research materials, and hundreds of test subjects.

I waited in earnest for good tidings of their research. Instead I received only a phone call a month later asking me to send more test subjects. How was it possible that they had gone through hundreds of test subjects in only a month?

As my frustration rose, Alex attempted to reassure me.

"You'll be pleased to hear that all experiments are running smoothly."

And so I continue to wait...

SPENCER'S MEMOIRS 3

I have waited, and waited, and still no word from the island. It's been a year since they left, and I've sent thousands upon thousands of test subjects for their research.

As soon as Alex makes an improvement to the virus, the team administers it to another batch of test subjects. Unfortunately, they do not have time to study the virus before testing it. If it looks feasible, they proceed forward and see how the test subjects react to it.

All of this is to be expected I suppose. It's not Alex's fault.

I have been impatient: true, but the situation is dire.

Age has not only worn down this worthless shell, but it has also attacked my internal organs and rendered many of them virtually useless. What little functionality I can eke out of them is only thanks to the machines attached to my body. Time is a merciless enemy.

I'm counting on you, Alex! Only you can give me the key to eternal life!

SPENCER'S MEMOIRS 4

Finally! A report of success!

The experiment was a success!

The news alone has sent a new surge of energy coursing through my veins.

I feel rejuvenated. Last night's dinner even tasted sweeter, the wine more excellent. My butler, Patrick, is truly a culinary savant.

Unfortunately, the joy was short-lived.

Alex has disappeared! I would be less concerned if that were the only regrettable report from the island.

The other researchers are also nowhere to be found!

Neither are the thousands of test subjects!

And most importantly, all the research materials including the final virus that was to make me a god cannot be located!

I have been betrayed!

I have allowed myself to be betrayed again!

I should have learned from my mistakes with Albert!

Now my life stands on the edge of a knife.

The only person I can trust is my loyal butler, Patrick.

He is my last hope in locating the virus that will cure me of this wretched ailment.

But is time on my side?

That is the question that preoccupies my mind.

And only the god I am to become can answer that question.

COPY OF SOMEONE'S DIARY

(It looks like pages from a diary. Some entries are missing.)

May 9, 1998

Played poker tonight with Scott and Alias from Security, and Steve from Research. Steve was the big winner, but I think he was cheating. That scumbag.

May 10, 1998

One of the higher-ups assigned me to take care of a new creature. It looks like a skinned gorilla to me. Scott said there'd been an accident in the basement lab. I just knew something like this would happen. Those bastards in Research never sleep, not even on holidays.

May 12, 1998

I've been wearing this damn space suit since yesterday. My skin's getting grimy and feels itchy all over.

May 16, 1998

A rumor is going around that a researcher who tried to escape the estate last night was shot. My entire body feels hot and itchy and I'm sweating all the time now. I scratched the swelling on my arm and a piece of rotten flesh just dropped off. What the hell's happening to me?

May 19, 1998

fever gone but itchy

today hungry and eat doggie food

4//

itchy

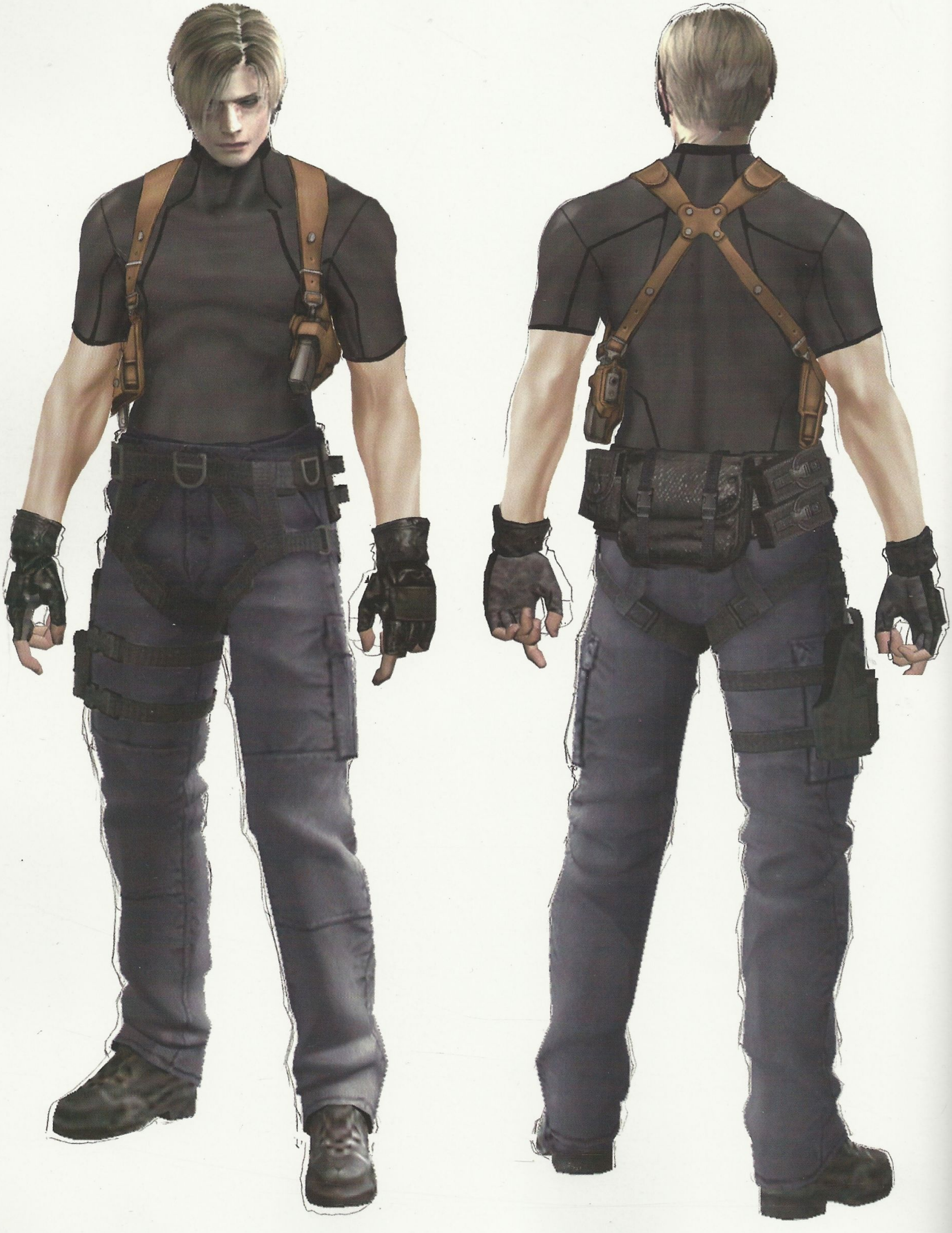
tasty

(There's a note stuck between the last few pages.)

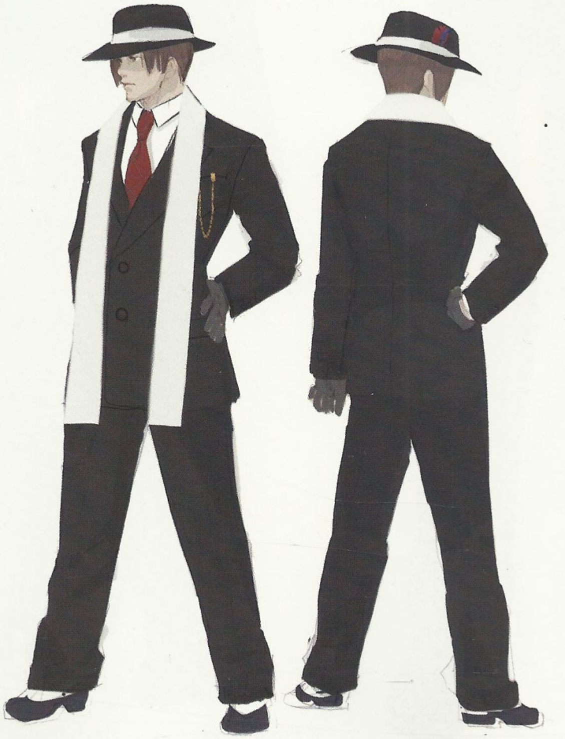
VISUAL WORK

VISUAL
WORK

Leon S. Kennedy

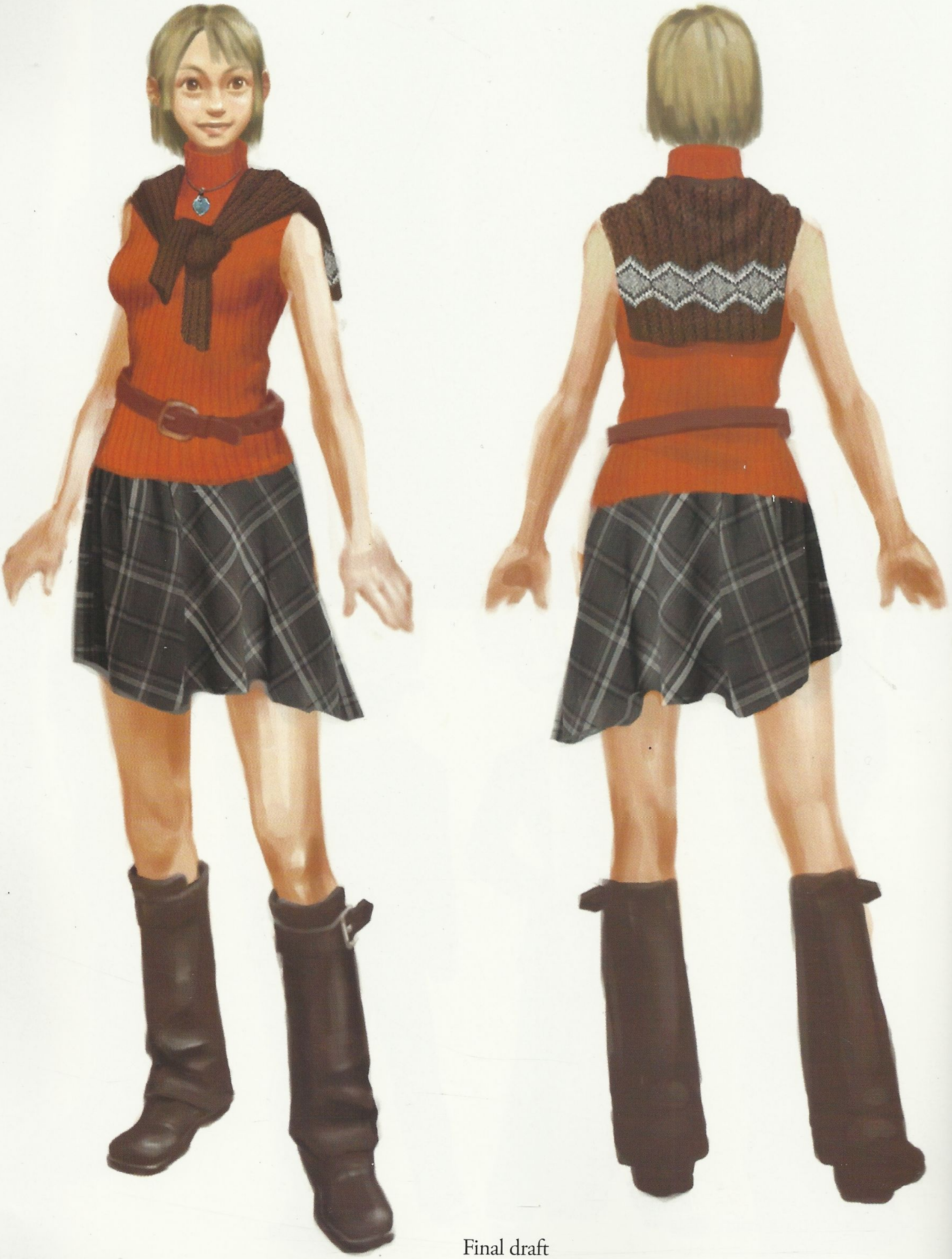


Full body model



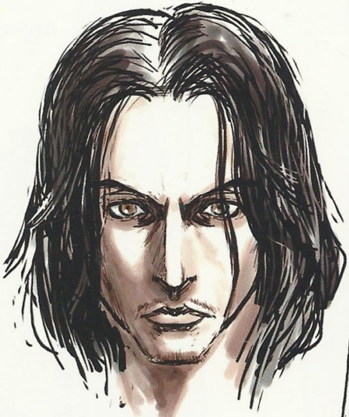
Special Costume design

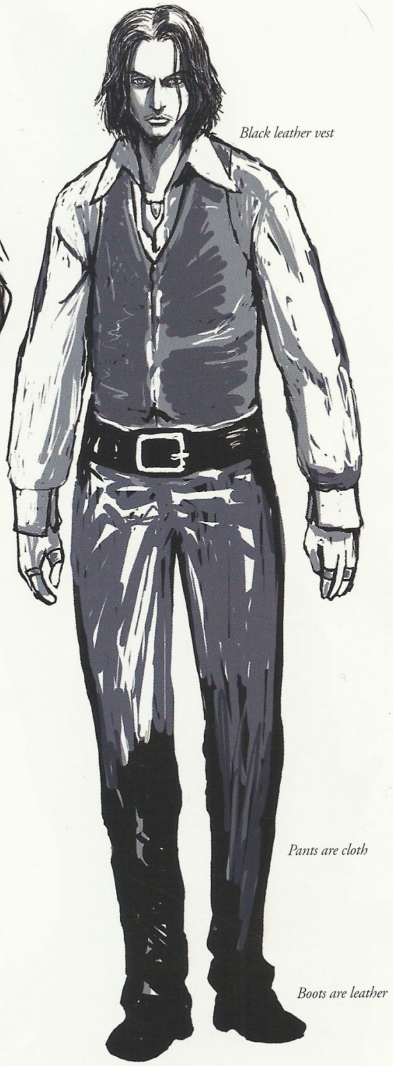
Ashley Graham



Final draft

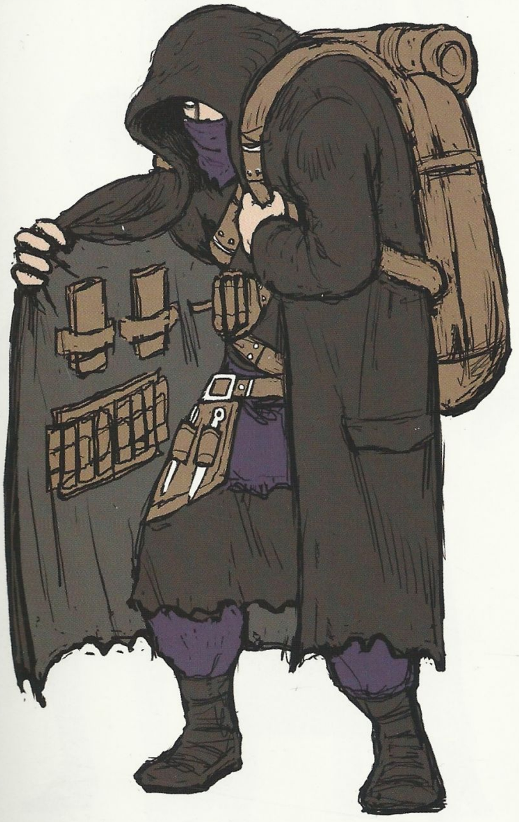
Luis Sera




Black leather vest
Pants are cloth
Boots are leather

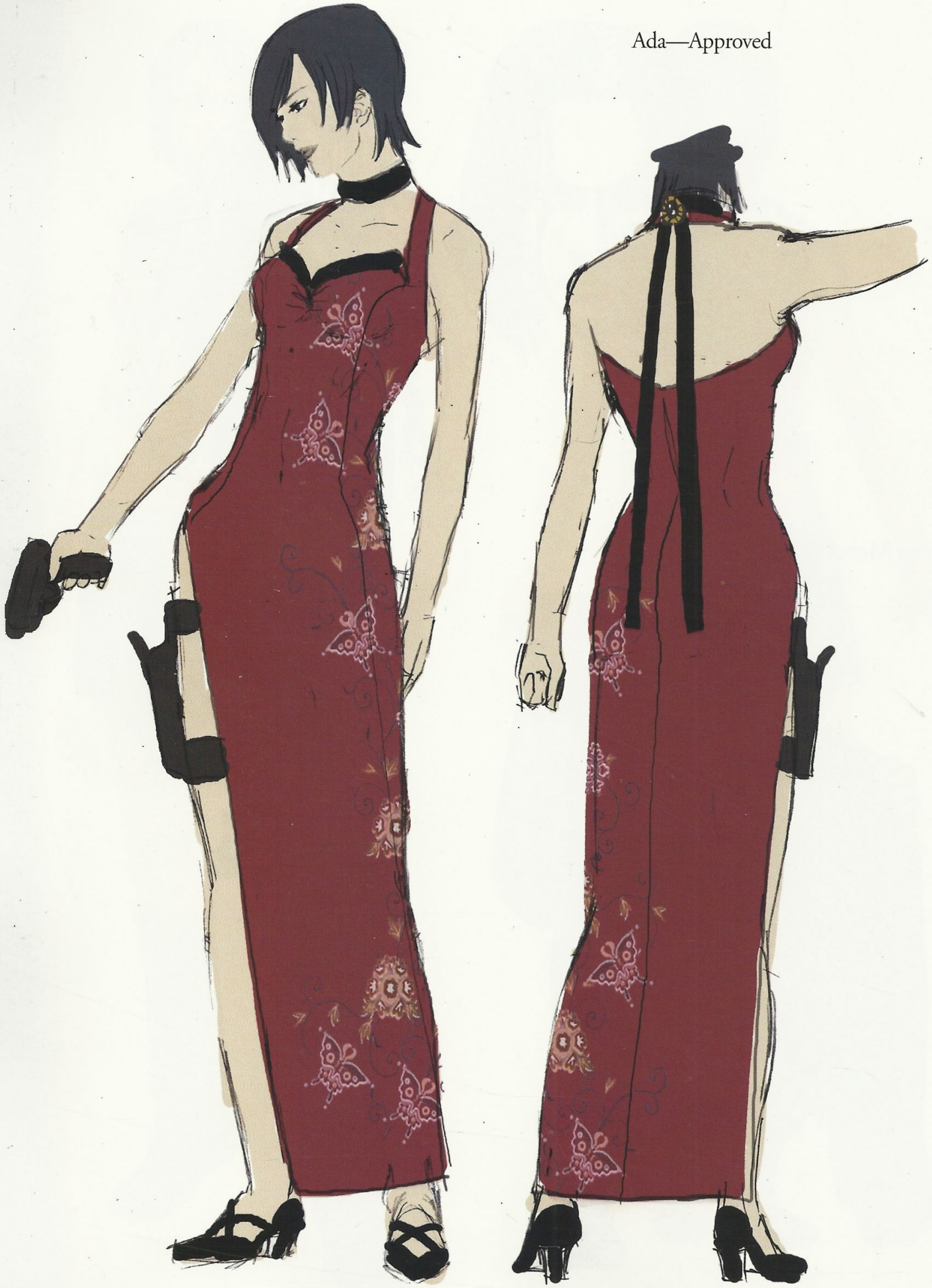
Final draft

Weapons Merchant

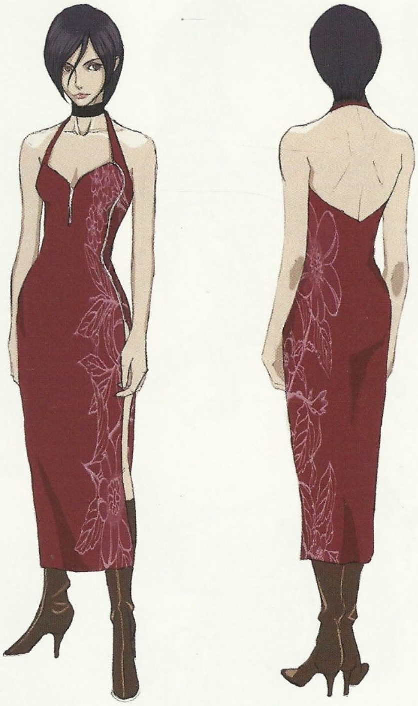


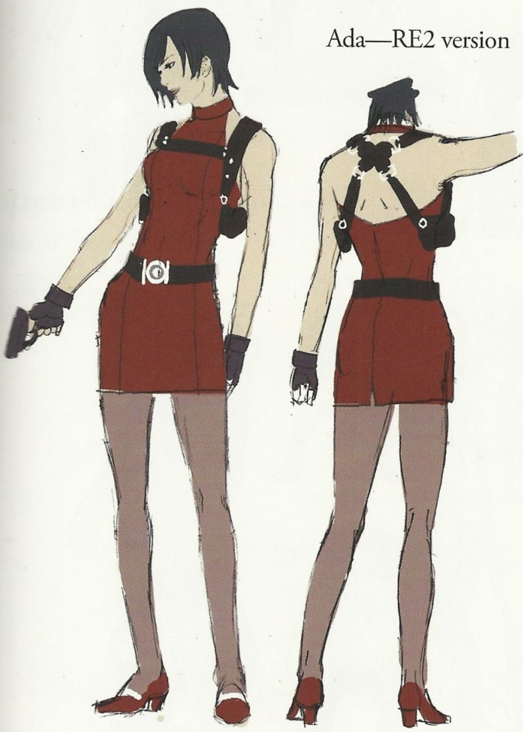
Final draft

Ada Wong

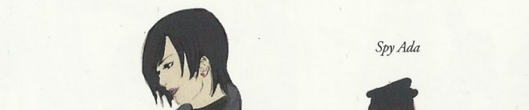


Ada—Approved





Ada—RE2 version

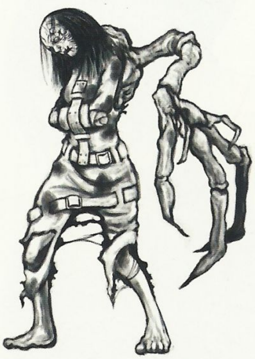


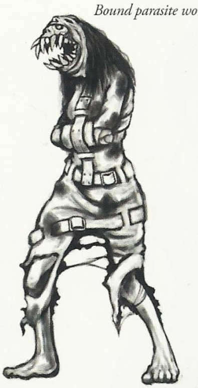
Spy Ada

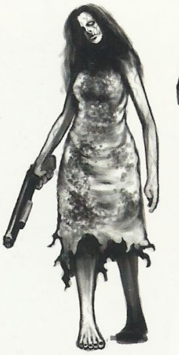
Pose, costume variations

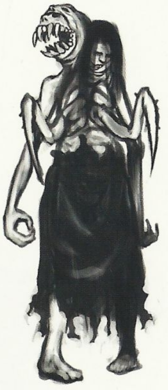
Creature Drafts

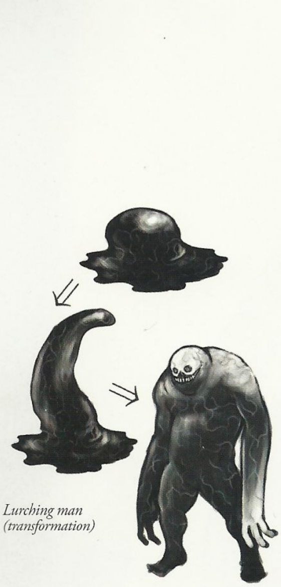
Initial concepts

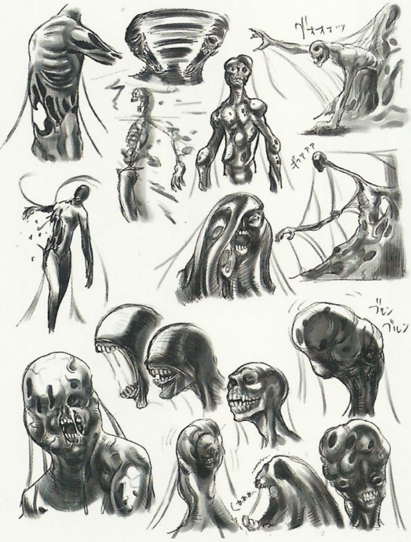

Bound parasite woman A-type

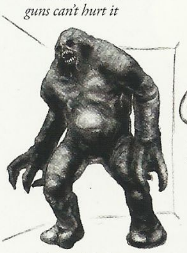

Bound parasite woman B-type



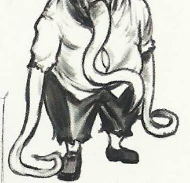

Two-headed parasite woman


Lurching man (transformation)

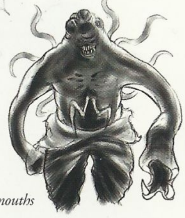



It should look like guns can't hurt it

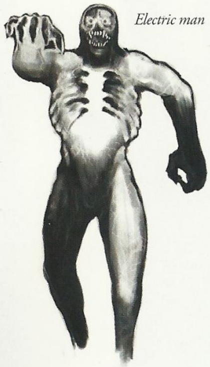
Big, eyesight is poor

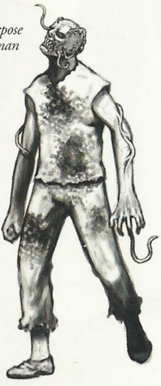

Big and fat

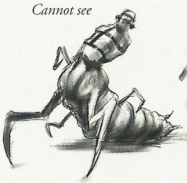
Parasite tentacles hang from its arms and mouth


Multiple eyes on head

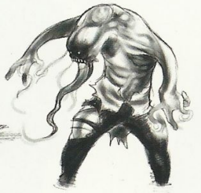
Both arms end in mouths


Electric man

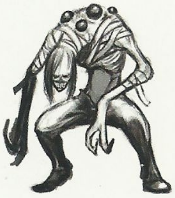

General-purpose parasite human


Cannot see

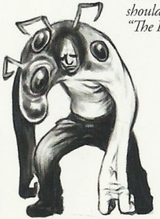
Upper half is a bound human
Lower half is a parasite
Slides across the ground when it walks


Parasite looks like a tongue

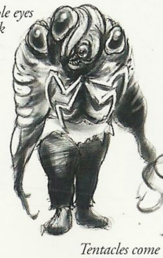
Upper half made from supple material

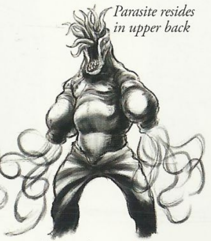

Multiple eyes on back

Like a lab experiment

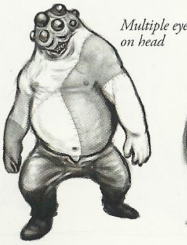

Parasite emerges from shoulder like in movie "The Hidden"

Human face, can talk

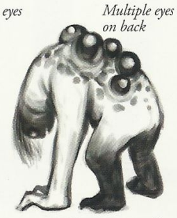

Multiple eyes on back


Parasite resides in upper back

Tentacles come out of face and arms


Multiple eyes on head

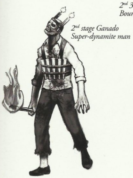
Visible stitches like a lab experiment

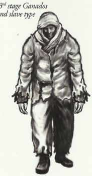

Multiple eyes on back

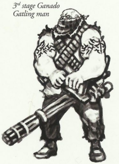
Cannot see, stalks enemies through sound

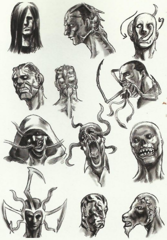
Ganados

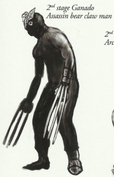
Initial concepts

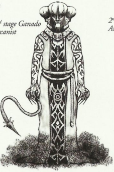

2nd stage Ganado
Super-dynamite man

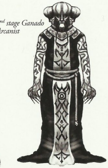

2nd 3rd stage Ganados
Bound slave type

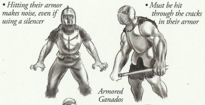

3rd stage Ganado
Gatling man

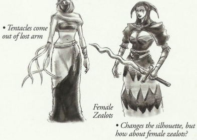



2nd stage Ganado
Assassin bear claw man


2nd stage Ganado
Arcanist

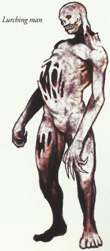

2nd stage Ganado
Arcanist

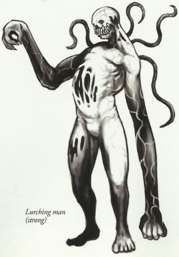

• Hitting their armor makes noise, even if using a silencer
• Must be hit through the cracks in their armor
Armored Ganados

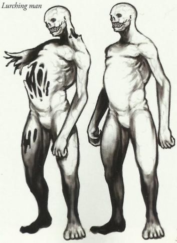

• Tentacles come out of lost arm
Female Zealots
• Changes the silhouette, but how about female zealots?

Regenerators

Initial concepts


Lurching man

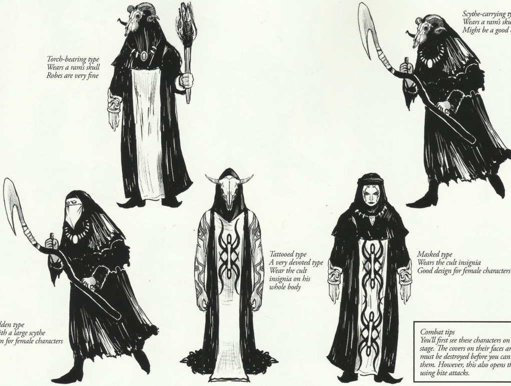

Lurching man (strong)


Lurching man

STORY
CHARACTER
CREATURE
ITEMS
VISUAL WORK
EXTRAS
KEYWORD
DATABASE

Ganados

Human zealot versions



Torch-bearing type
Wears a ram's skull
Robes are very fine

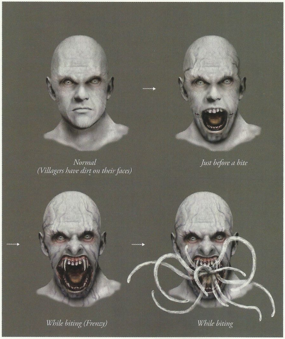
Scythe-carrying type
Wears a ram's skull on his head
Might be a good base design

Mouth-hidden type
Charges with a large scythe
Good design for female characters

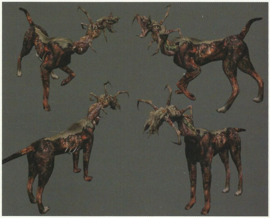
Tattooed type
A very devoted type
Wear the cult
insignia on his
whole body

Masked type
Wears the cult insignia
Good design for female characters

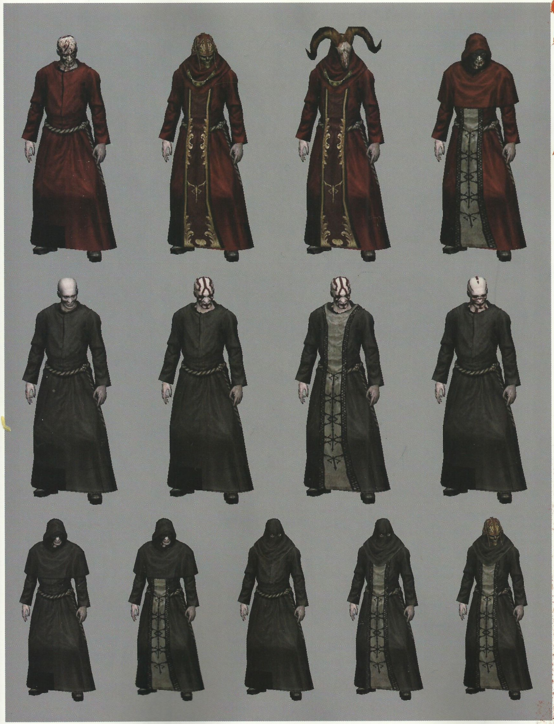
Combat tips
You'll first see these characters on the 2nd stage. The covers on their faces and heads must be destroyed before you can head-shot them. However, this also opens them up to using bite attacks.


Normal
(Villagers have dirt on their faces)
Just before a bite
While biting (Frenzy)
While biting

Face variations



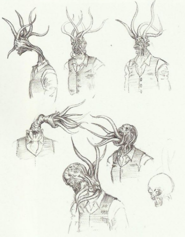
Colmillos pose variations

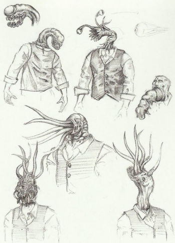


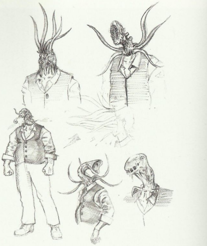
Costume variations

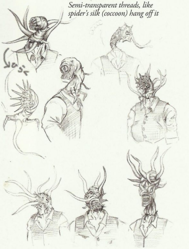
Ganados (Plaga)

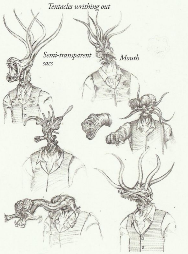
Initial concepts for parasite-exposed variations

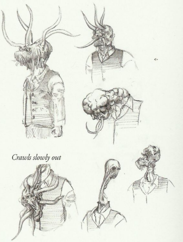


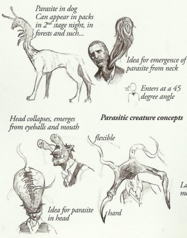




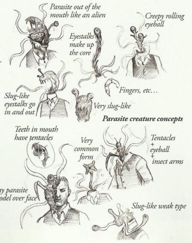

Semi-transparent threads, like spider's silk (coccoon) hang off it


Tentacles writhing out
Semi-transparent sacs
Mouth

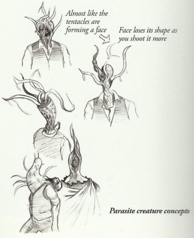

Crawls slowly out


Parasite in dog
Can appear in packs in 2nd stage night, in forests and such...
Idea for emergence of parasite from neck
Enters at a 45 degree angle
Head collapses, emerges from eyeballs and mouth
flexible
Idea for parasite in head
hard

Parasitic creature concepts

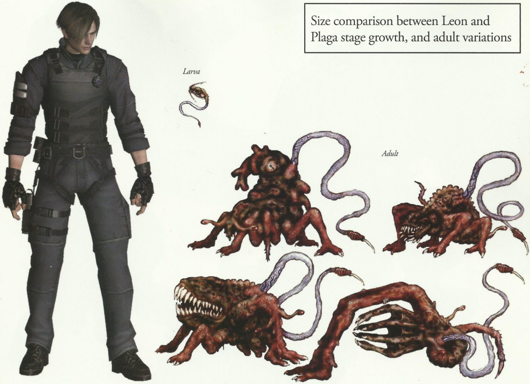

Parasite out of the mouth like an alien
Creepy rolling eyeball
Eyestalks make up the core
Fingers, etc…
Slug-like eyestalks go in and out
Very slug-like
Teeth in mouth have tentacles
Very common form
Tentacles + eyeball + insect arms
Lay parasite model over face
Slug-like weak type

Parasite creature concepts

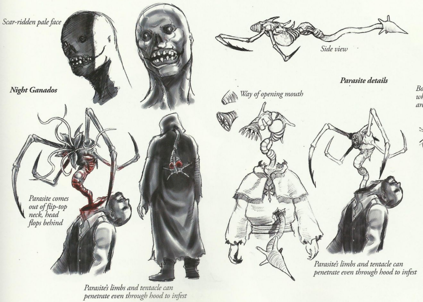

Almost like the tentacles are forming a face
Face loses its shape as you shoot it more

Parasite creature concepts

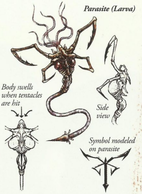
Plaga


Larva
Adult

Size comparison between Leon and Plaga stage growth, and adult variations

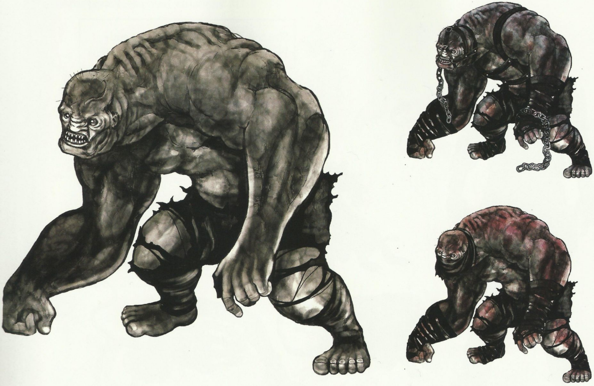

Scar-ridden pale face
Night Ganados
Parasite comes out of flip-top neck, head flops behind
Parasite's limbs and tentacle can penetrate even through hood to infest
Side view
Parasite details
Way of opening mouth
Parasite's limbs and tentacle can penetrate even through hood to infest

Exposed parasite ideas

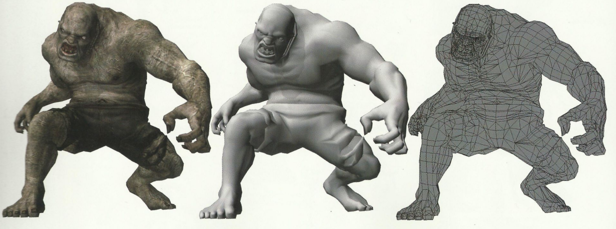

Parasite (Larva)
Body swells when tentacles are hit
Side view
Symbol modeled on parasite

Final designs

El Gigante



First-stage variations

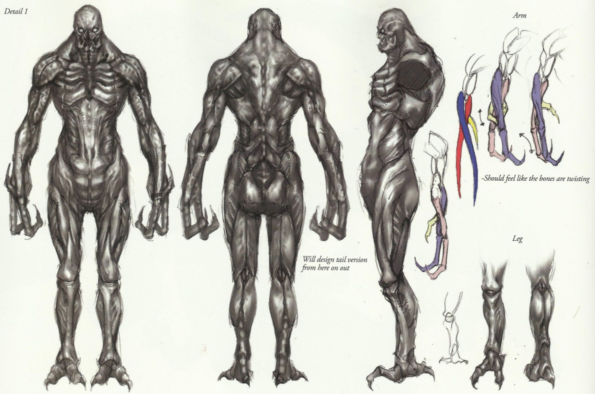


Full design base models

Verdugo

Final draft & parts detail

Detail 1



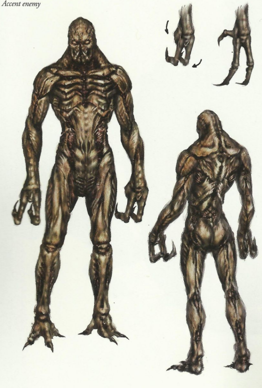
Arm

-Should feel like the bones are twisting

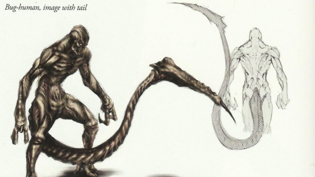
Will design tail version from here on out

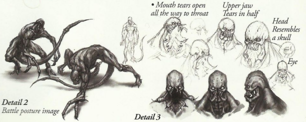
Leg

Accent enemy



Bug-human, image with tail





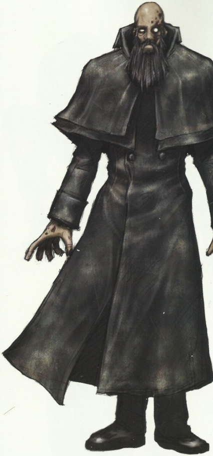
• Mouth tears open all the way to throat
Upper jaw Tears in half
Head Resembles a skull
Eye

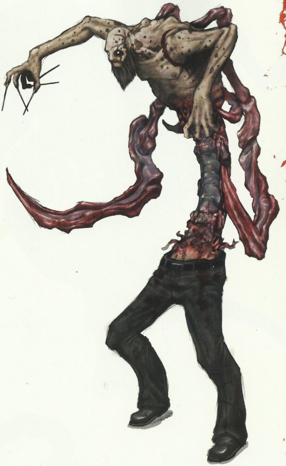
Detail 2
Battle posture image

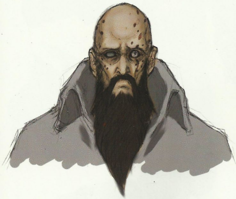
Detail 3

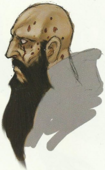
Pose, expression variation

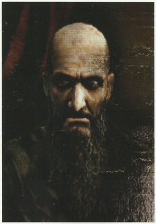
Bitores Mendez





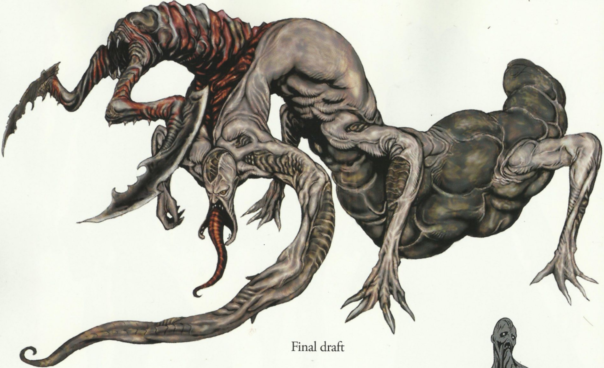




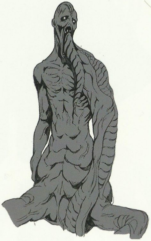


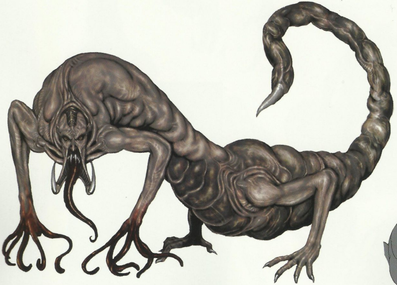
Final draft

U-3

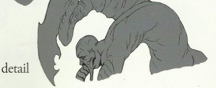


Final draft



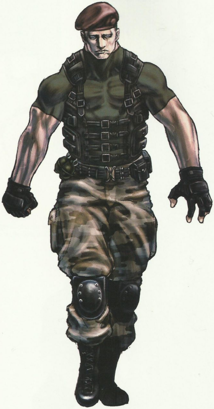


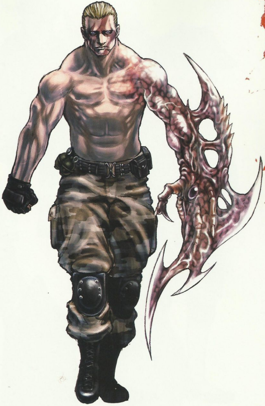
Early design

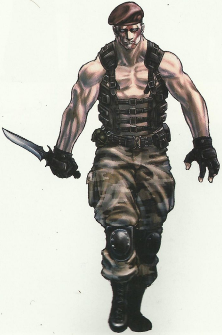


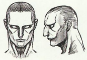
Parasite emerging detail

Jack Krauser

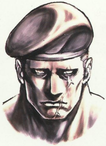




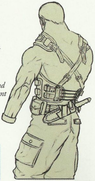




Extreme caricature

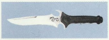


Facial scar begins above his left eye, travels down cheek to chin



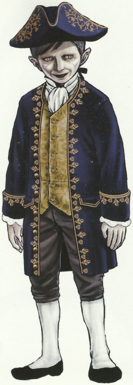
Tactical vest rear view and knife equipment placement

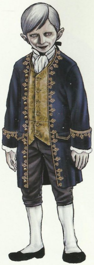
Krauser's personal knife



Final draft

Ramon Salazar





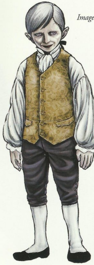
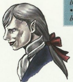
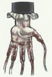


Image sans hat and coat

- *The last of a line that has lived in the old castle for generations*
- *Peculiar and eccentric, chatters a lot*
- *Doesn't attack directly, but sets traps for the player*
- *Becomes a stationary boss after transformation*

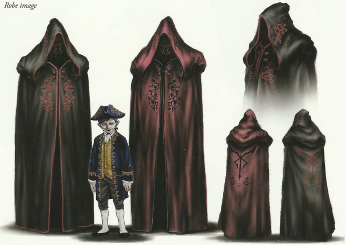


His ponytail is tied with a ribbon

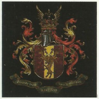


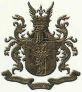
Tentacles extend from fingers
-Can implant humans with parasites using tentacles
-After retracting, wounds heal and return to normal

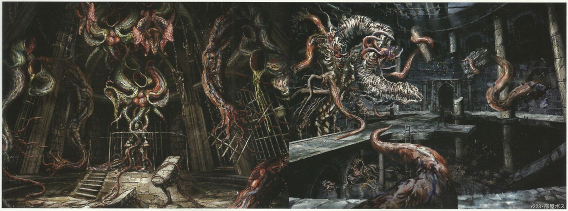
Robe image



Final draft

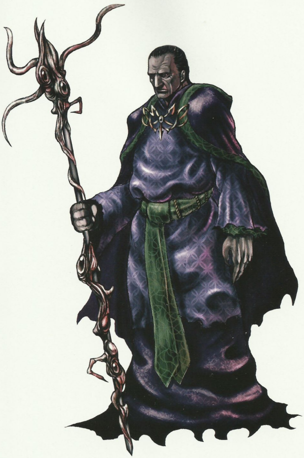


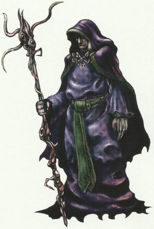


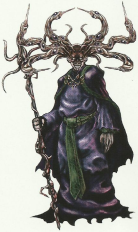


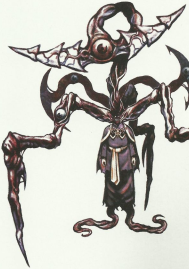
Stage design

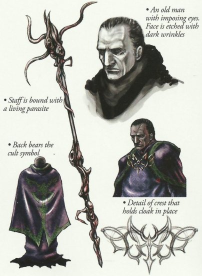
Osmund Saddler











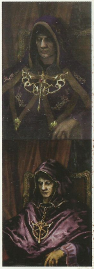
• An old man with imposing eyes. Face is etched with dark wrinkles

• Staff is bound with a living parasite

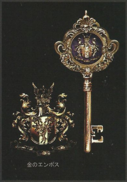
• Back bears the cult symbol

• Detail of crest that holds cloak in place

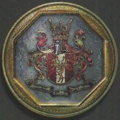
Final draft



Items & Objects

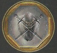


♦ itm0f: Salazar Family Crest
Bears the Salazar family crest dating back to the 15-16th century (different from cult mark)



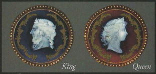
♦ itm17: Salazar family key (with crest)
Note: Bears Salazar family mark, not cult mark

Note: Unlike Japanese crests, European crests are used to differentiate individuals

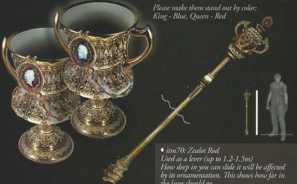


Crest reverse side

♦ itm6e/6f: Zealot Grail (1)(2)
(King and queen grail)

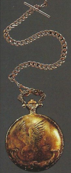


Please make them stand out by color;
King - Blue, Queen - Red

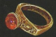


♦ itm70: Zealot Rod
Used as a lever (up to 1.2-1.5m)
How deep in you can slide it will be affected by its ornamentation. This shows how far in the lever should go.

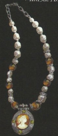
♦ itm59: Engraved broken pocketwatch

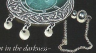


Stage 1: Forest
(Villager items, keep simple)
Treasures



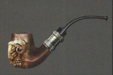
♦ itm5d: Amber ring



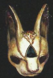


-A light in the darkness-
♦ itm5a: Fluorite Hairpin

itm58: Pearl Pendant
(Fresh water pearl, cheap)

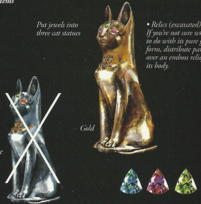


• Combined treasure items
(base)



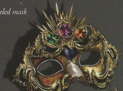
Put jewels into three cat statues

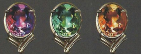
• Relics (excavated)
If you're not sure what to do with its pure gold form, distribute parts over an emboss relief on its body.



Combined treasure items

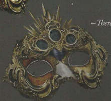
• Jeweled mask



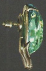


If the set is in the castle, maybe house them in glass cases

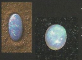
1st/2nd stage general.
Used for parties, or maybe as a wall-hanging.
Plan for it in 2st castle



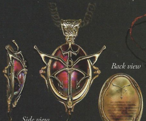
←There are holes here



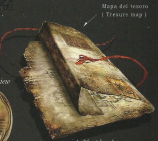
♦ 2nd stage treasure items (evil gemstones)
itmNo:98
Set location:204



♦ 2nd stage treasure items
Treasure map exterior (can be used on all stages)
itmNo: a9
Set location: Buy from merchant



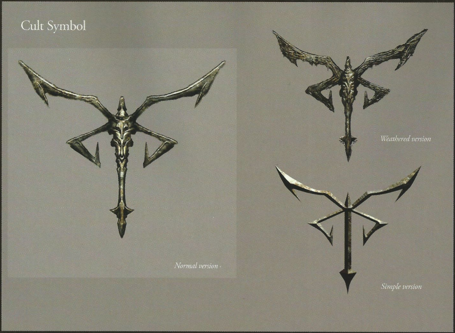
►Gemstones covered in the cult mark. 'The color of fresh blood'

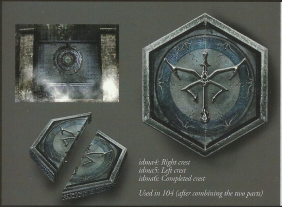


A dilapidated appearance showing its age. No cult marks.

参考 TEX¥bio 4¥アイテム¥2st¥t 26

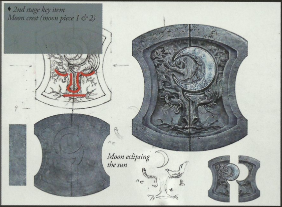
Cult Symbol


Normal version
Weathered version
Simple version



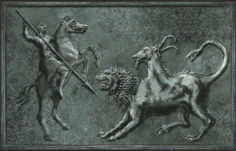
idma4: Right crest
idma5: Left crest
idma6: Completed crest

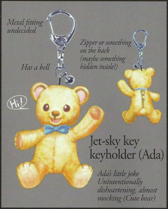
Used in 104 (after combining the two parts)



♦ 2nd stage key item
Moon crest (moon piece 1 & 2)

Moon eclipsing the sun

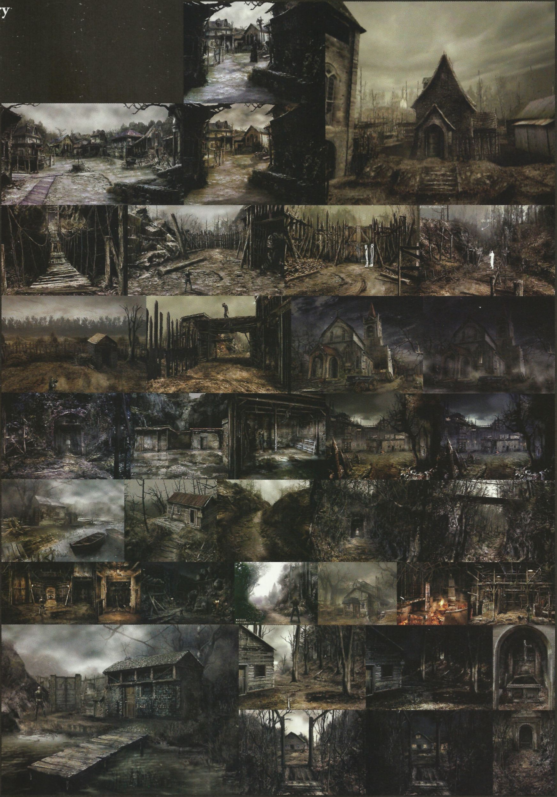


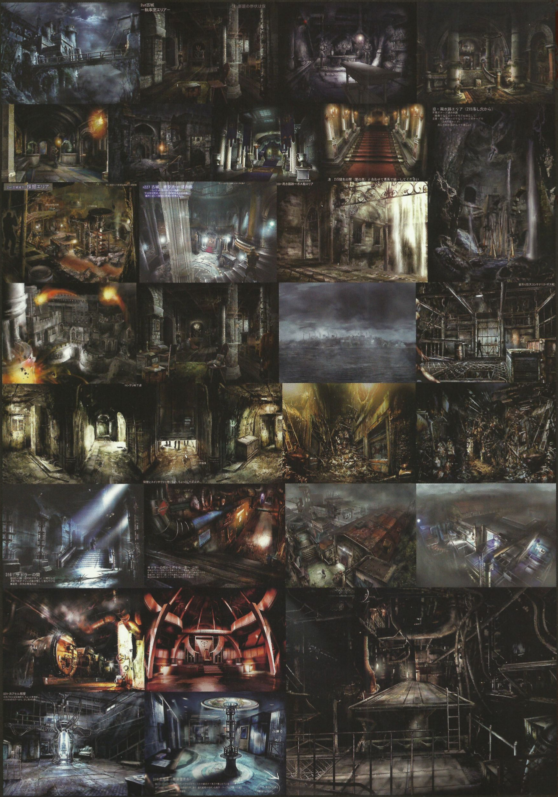


Jet-sky key keyholder (Ada)

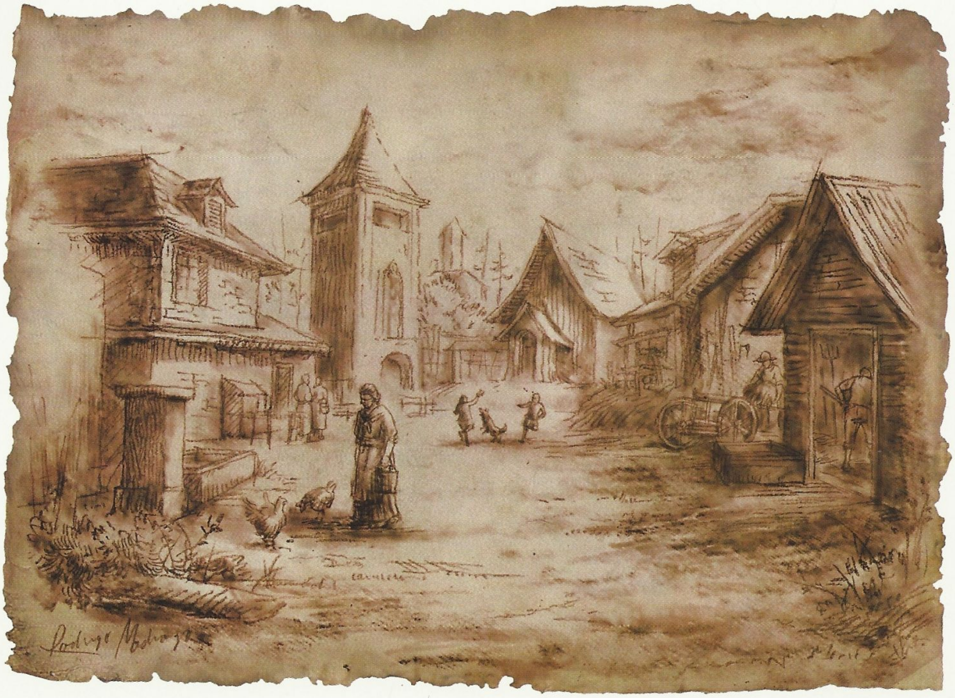
Metal fitting undecided
Zipper or something on the back (maybe something hidden inside?)
Has a bell
Hi!
Ada's little joke Unintentionally disheartening, almost mocking (Cute bear)

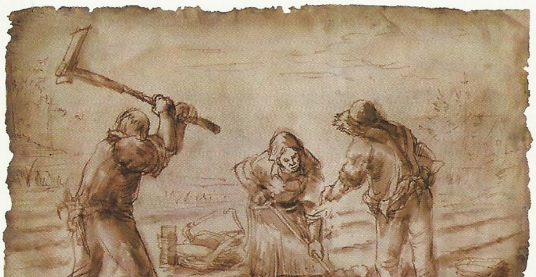
Scenery

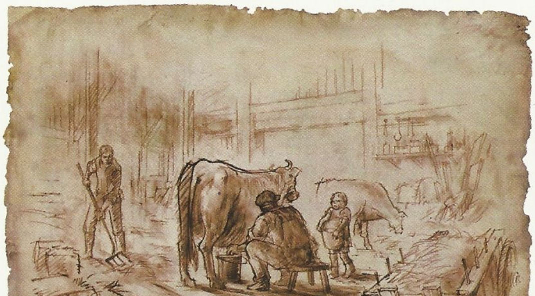


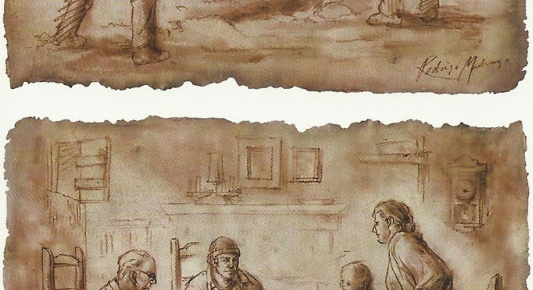

2st古城
―執事室エリア―
注：部屋の形状は仮
旧・用水路エリア（215落し穴から）
注．215領主の間（鄒の奥）と合わせて青系で統一してください
2st 古城地下 採掘エリア
r227 古城　建設途中・塔内部
r29-用水路跡～ボス戦エリア
コンテナ地下道
316：サドラーの間
サドラーの間からボイラー室へ（316）
321-カプセル部屋

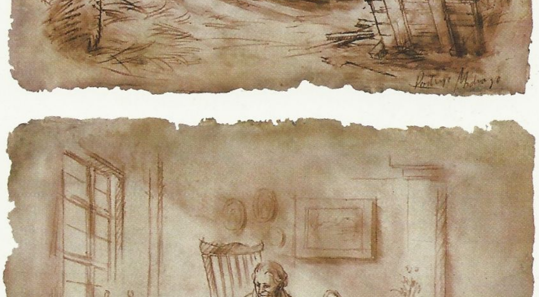
Ending sketches

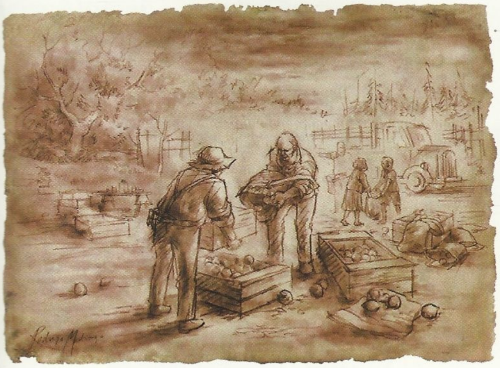


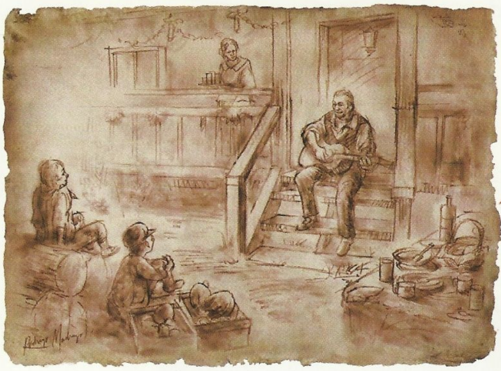


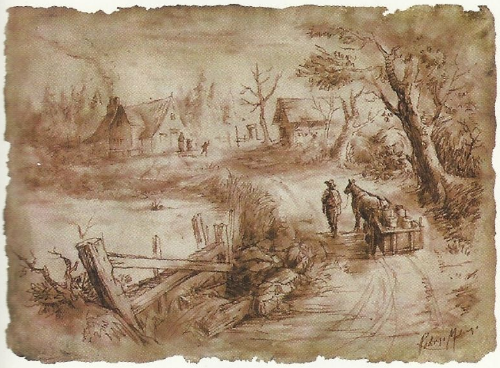


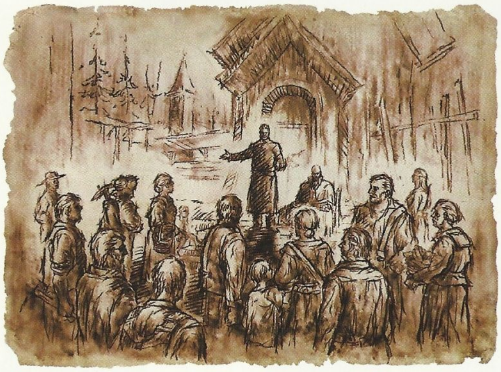


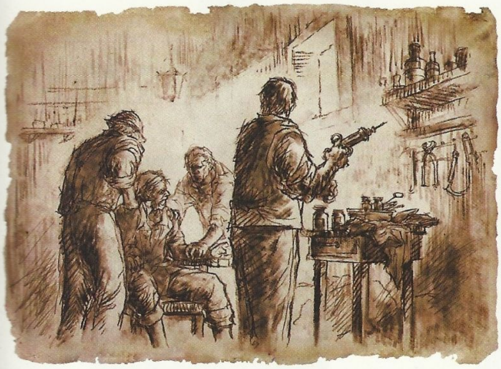


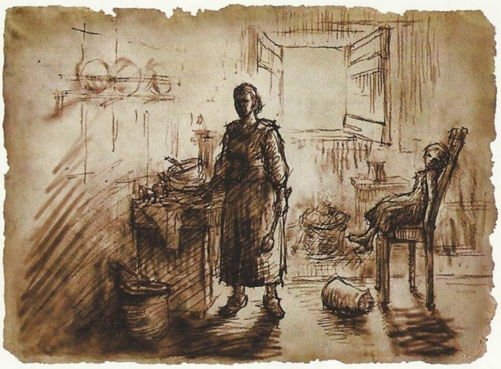


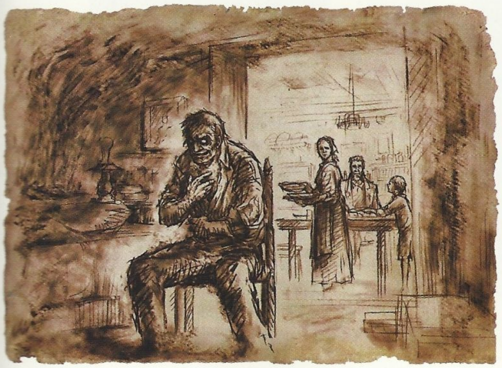


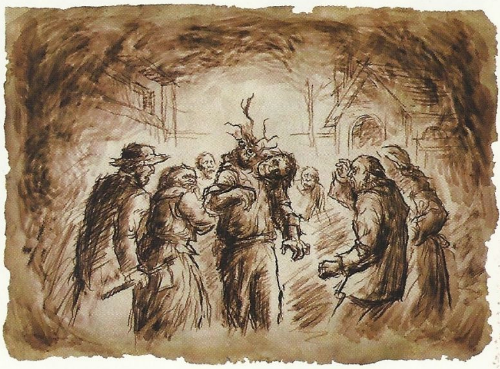




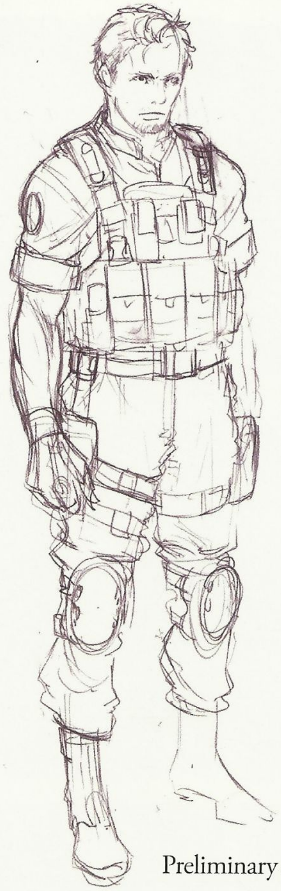




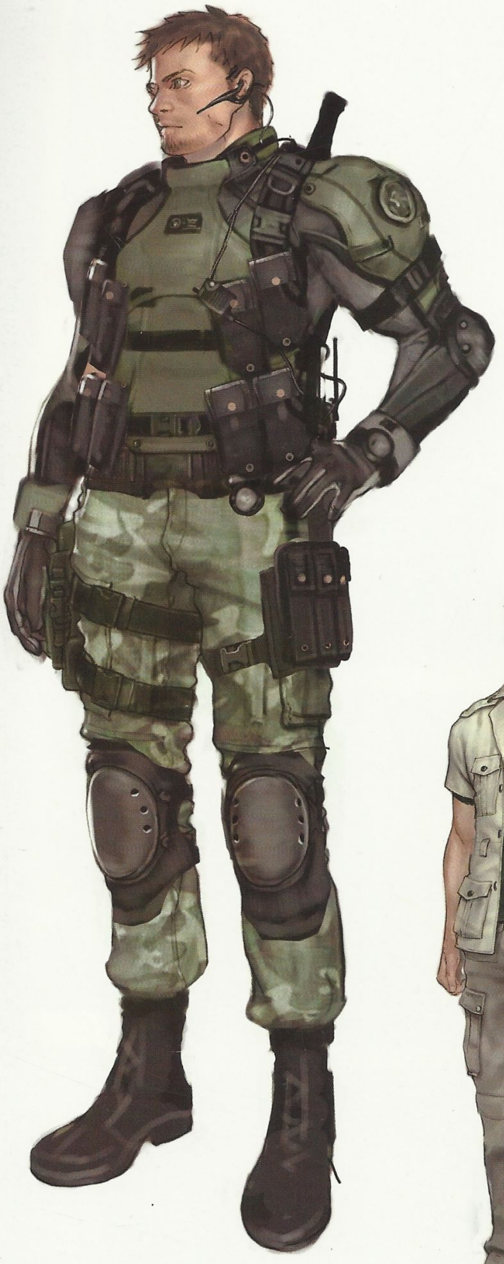




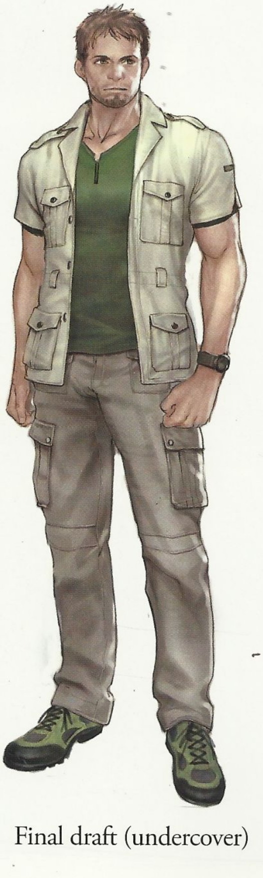
Chris Redfield



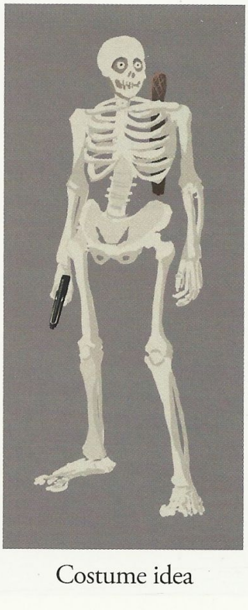
Preliminary design



Combat uniform design

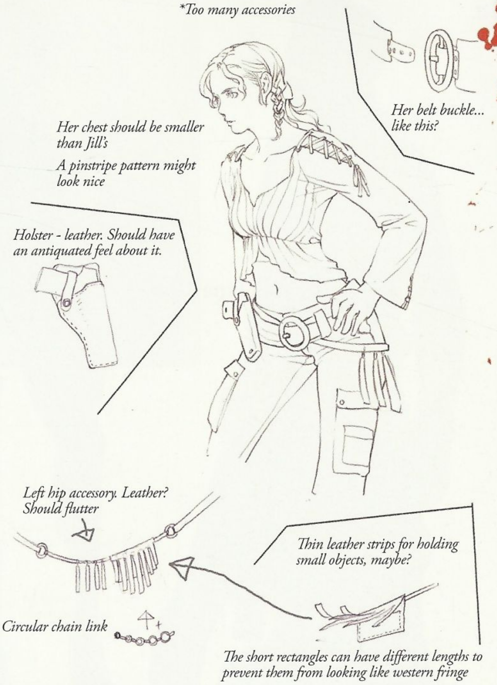


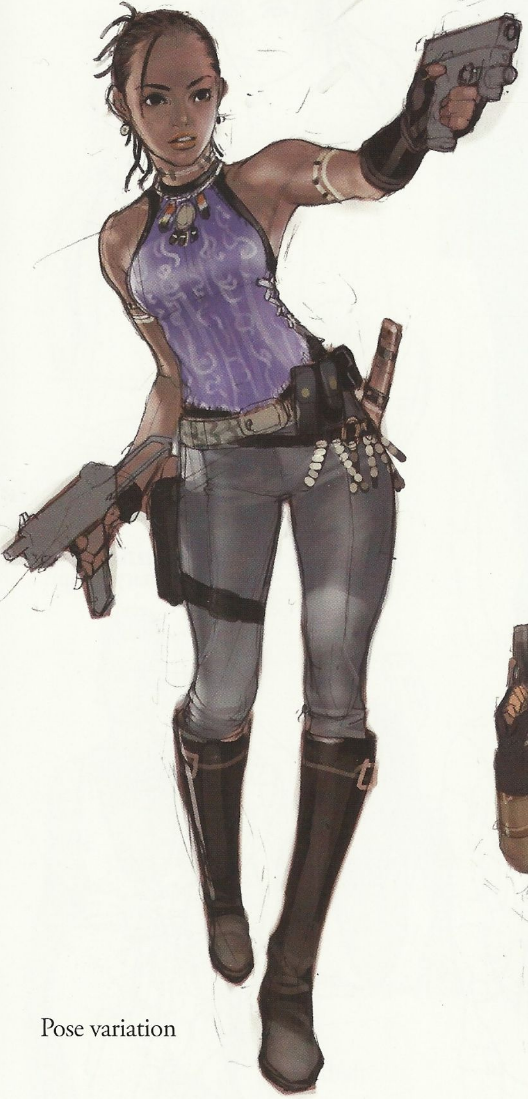
Final draft (undercover)



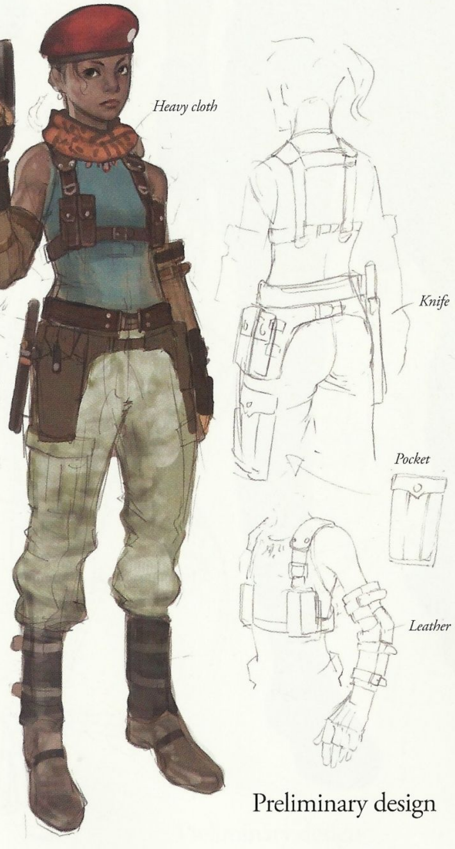
Costume idea

Sheva Alomar

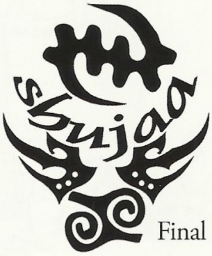

*Too many accessories
Her chest should be smaller than Jill's
A pinstripe pattern might look nice
Her belt buckle... like this?
Holster - leather. Should have an antiquated feel about it.
Left hip accessory. Leather? Should flutter
Thin leather strips for holding small objects, maybe?
Circular chain link
The short rectangles can have different lengths to prevent them from looking like western fringe



Pose variation

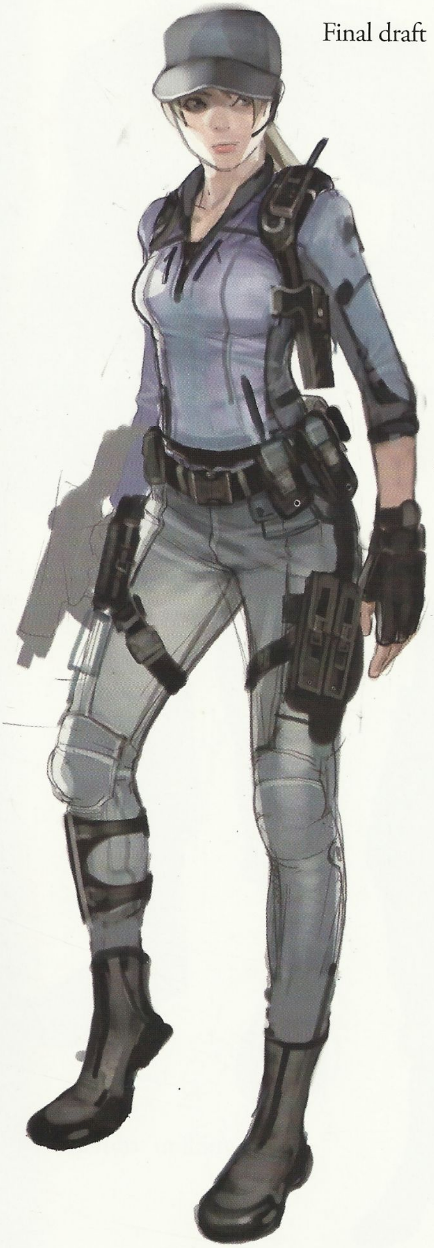

Heavy cloth
Knife
Pocket
Leather

Preliminary design

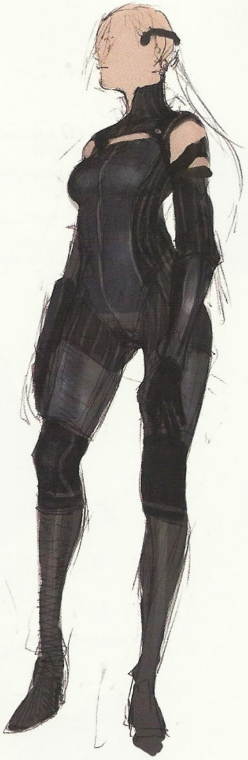


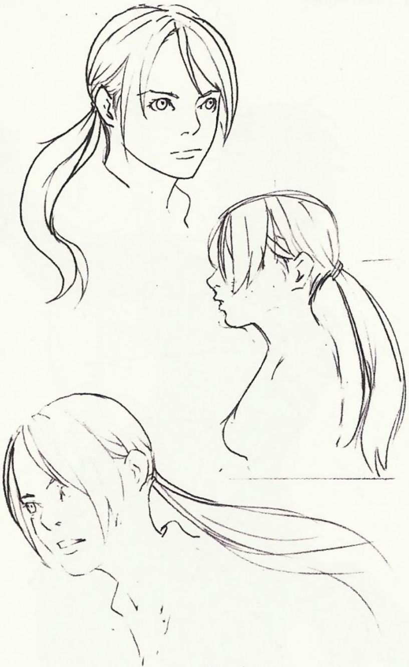
Final draft (tattoo)

Jill Valentine

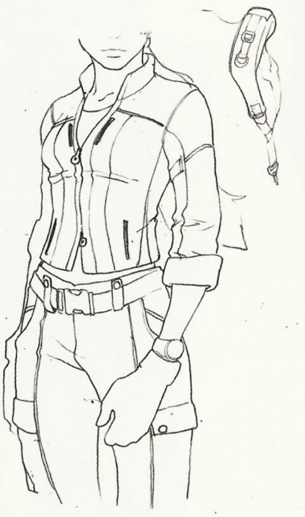


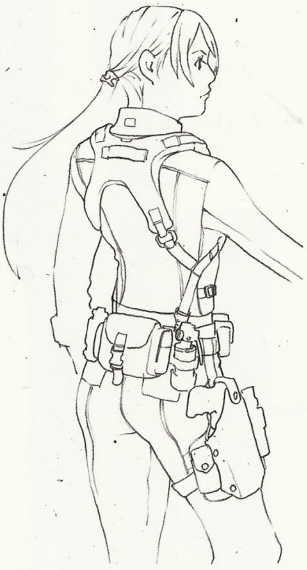
Final draft

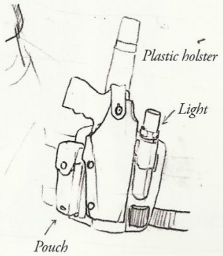


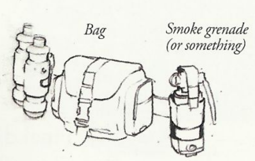


Preliminary design

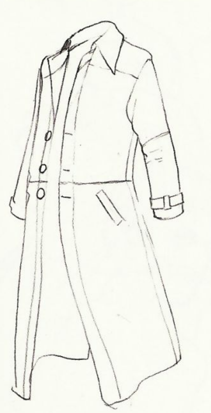


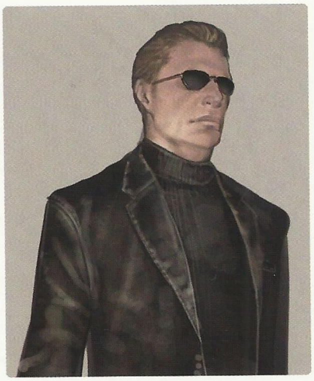


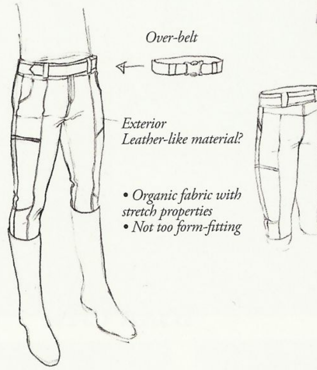

Plastic holster
Light
Pouch

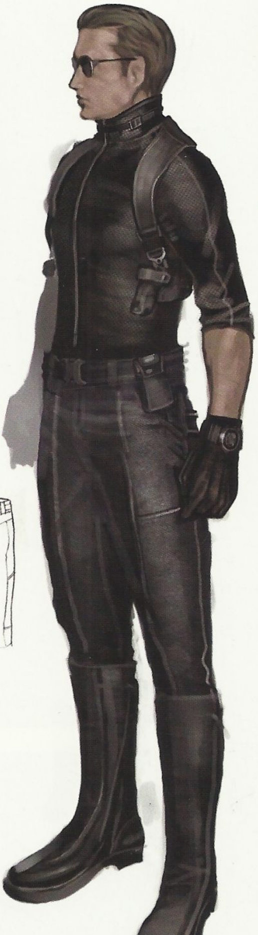

Bag
Smoke grenade (or something)

Albert Wesker


Coat - material should look modern

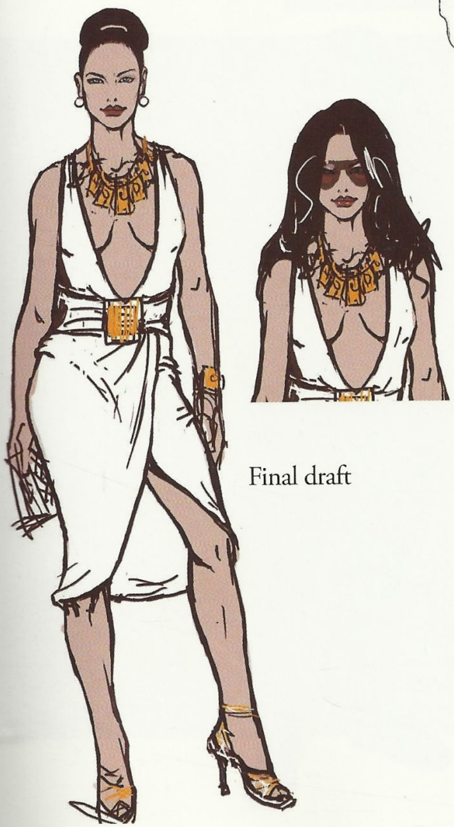



Over-belt
Exterior
Leather-like material?
• Organic fabric with stretch properties
• Not too form-fitting

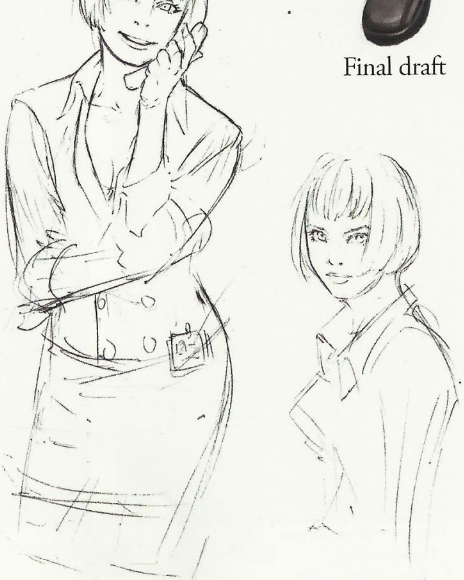


Final draft

Excella Gionne

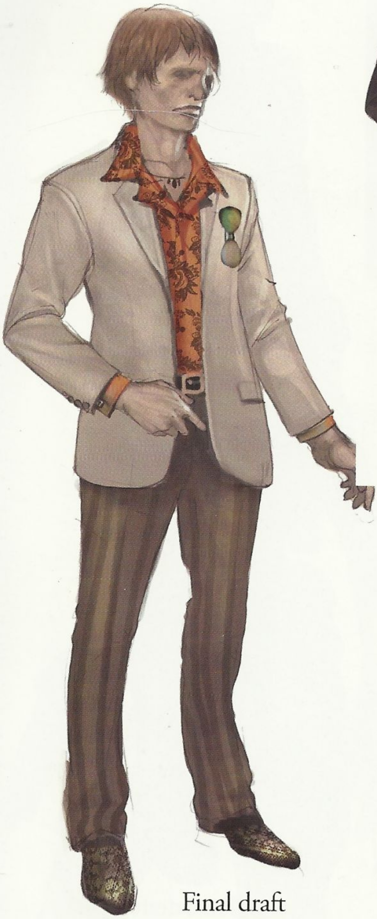


Final draft

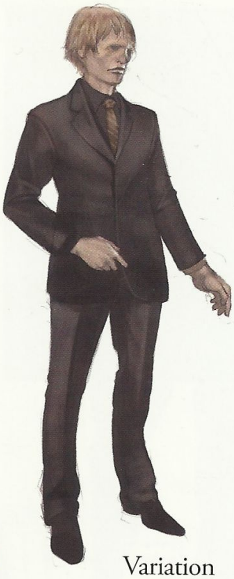


Preliminary design

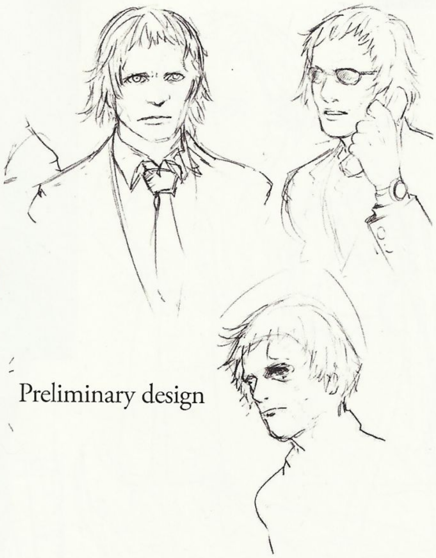
Ricardo Irving



Final draft



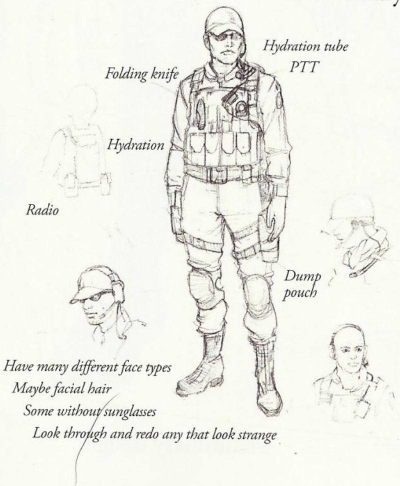
Variation

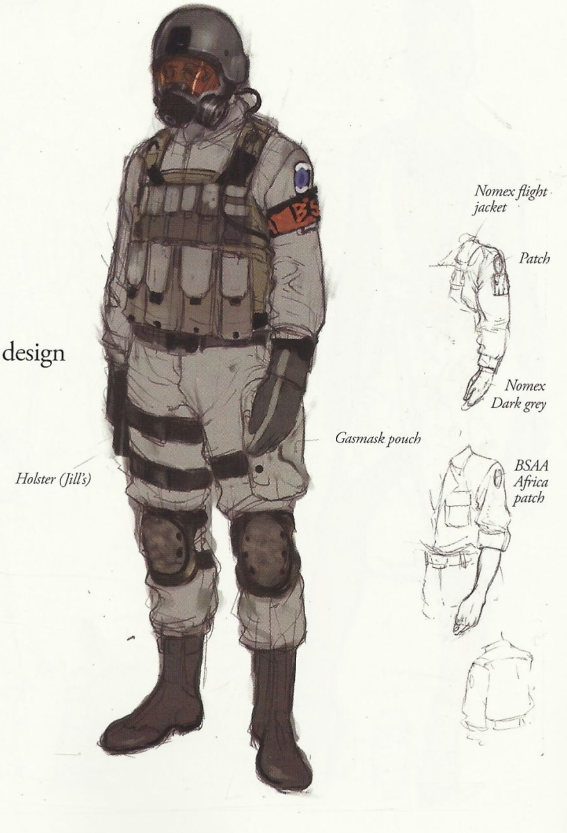


Preliminary design

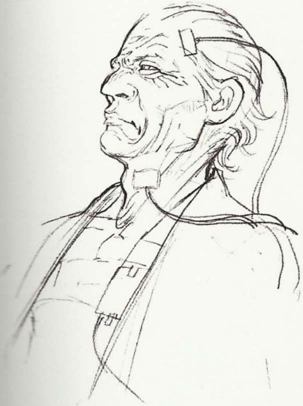
BSAA Crew

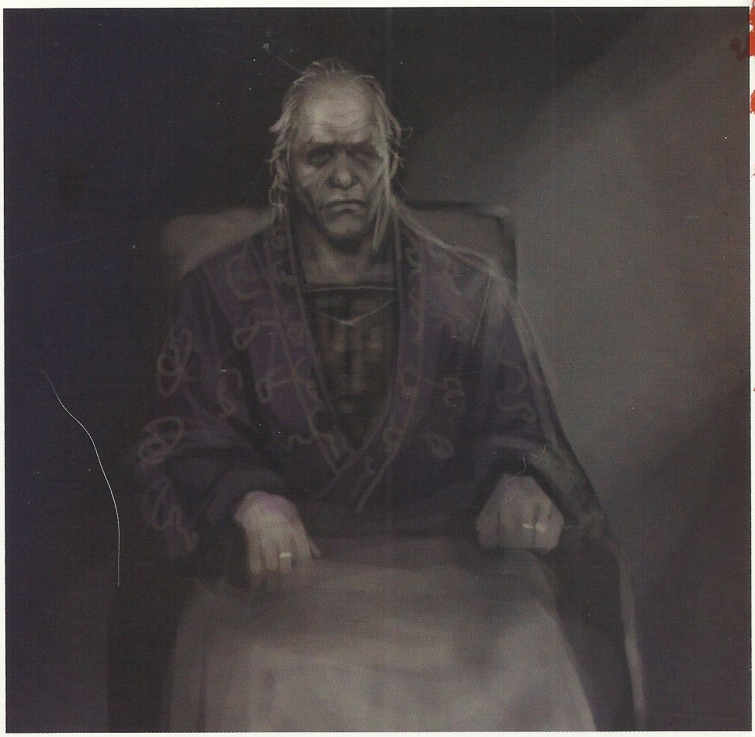
Preliminary design

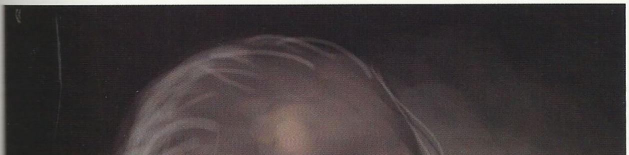

Hydration tube
PTT
Folding knife
Hydration
Radio
Dump pouch
Have many different face types
Maybe facial hair
Some without sunglasses
Look through and redo any that look strange

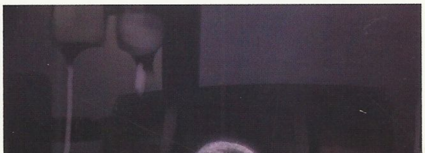

Nomex flight jacket
Patch
Nomex Dark grey
Gasmask pouch
Holster (Jill's)
BSAA Africa patch

Ozwell E. Spencer



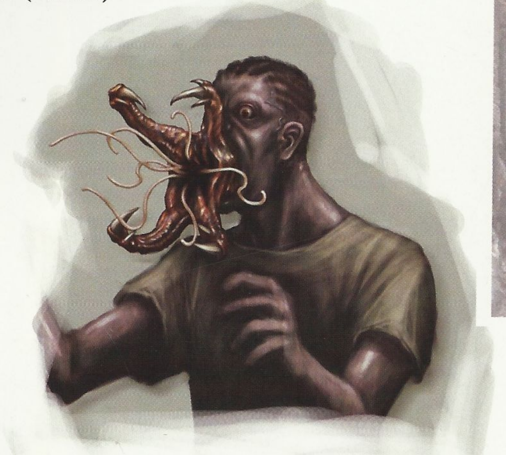




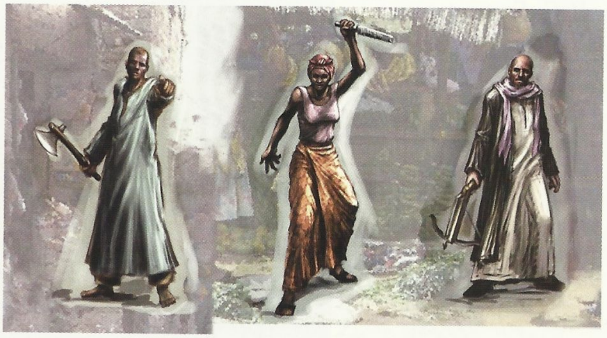


Preliminary design

Majini (Town)

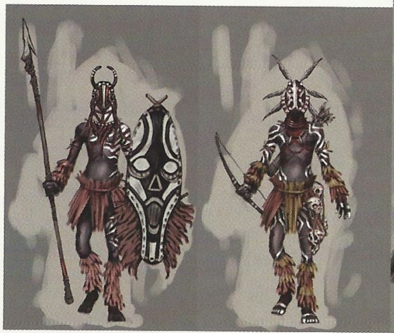


Final draft

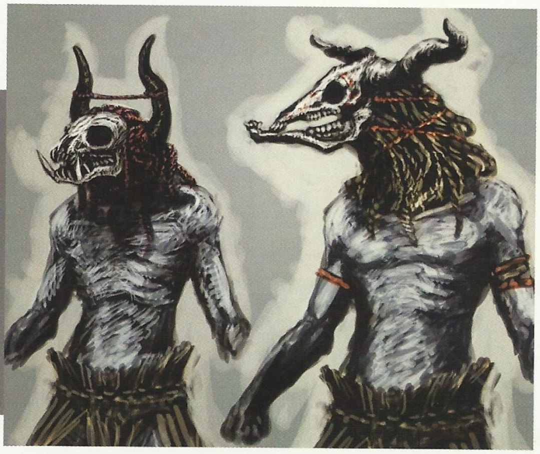


Final draft

Majini (Wetlands)

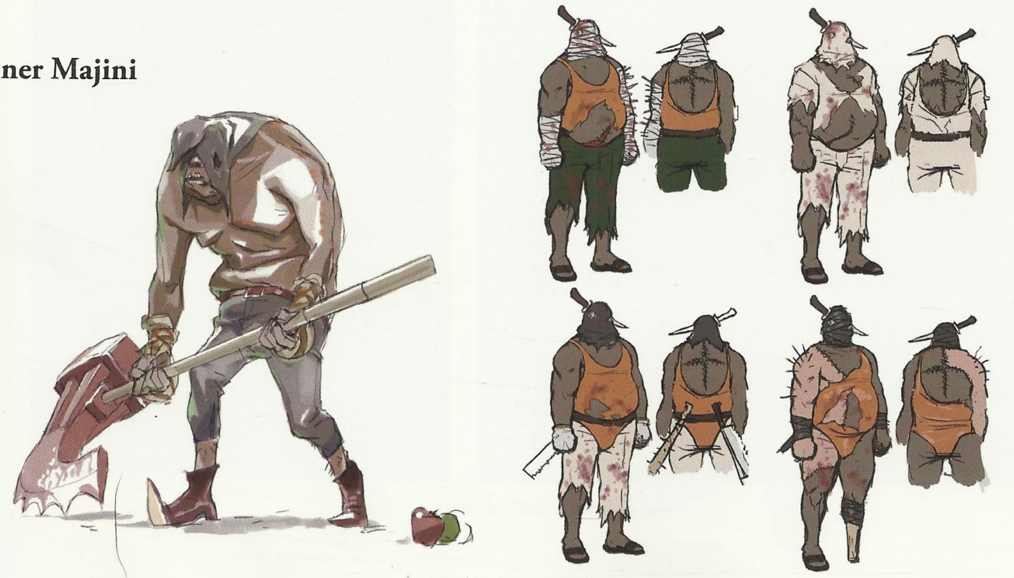


Variation



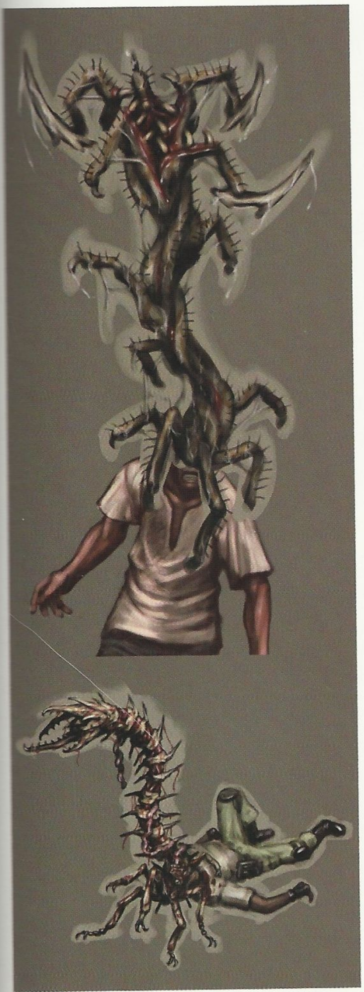
Preliminary design

Executioner Majini



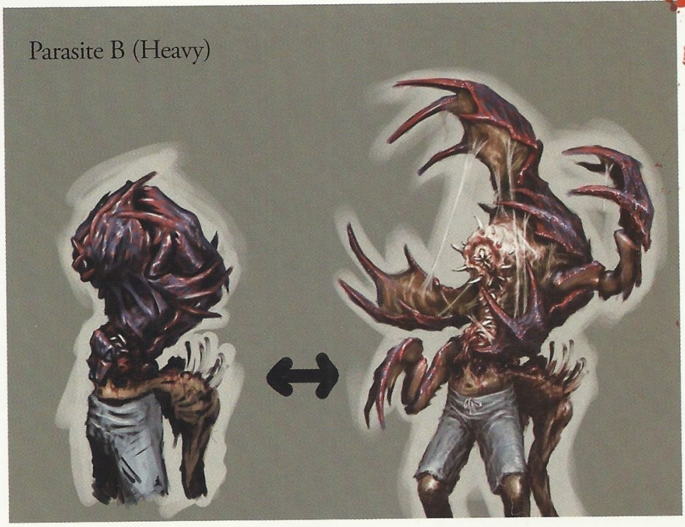
Preliminary design

Cephalo



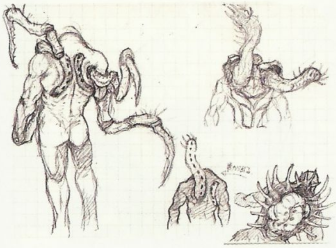
Preliminary design

Duvalia

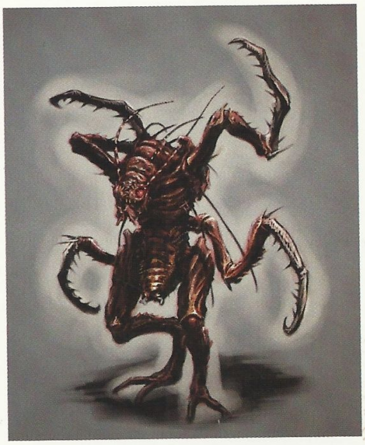


Final draft

Reaper



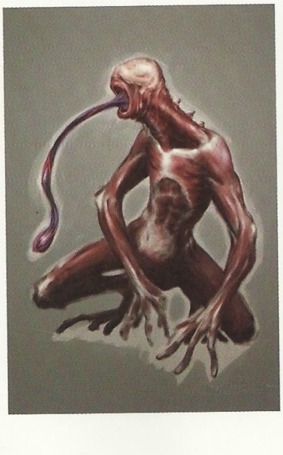
Preliminary design

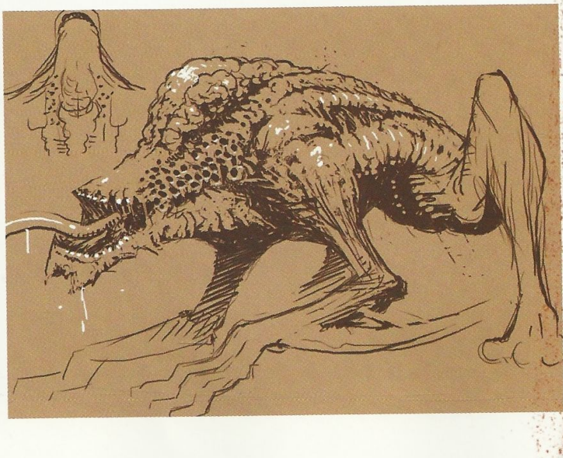


Final draft

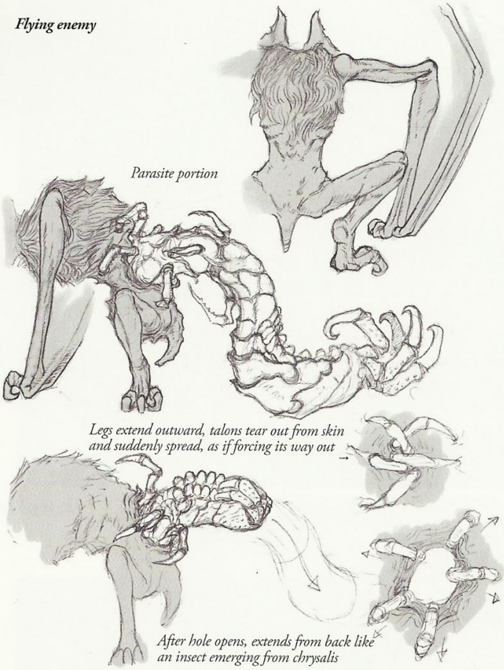
Licker β

Preliminary design

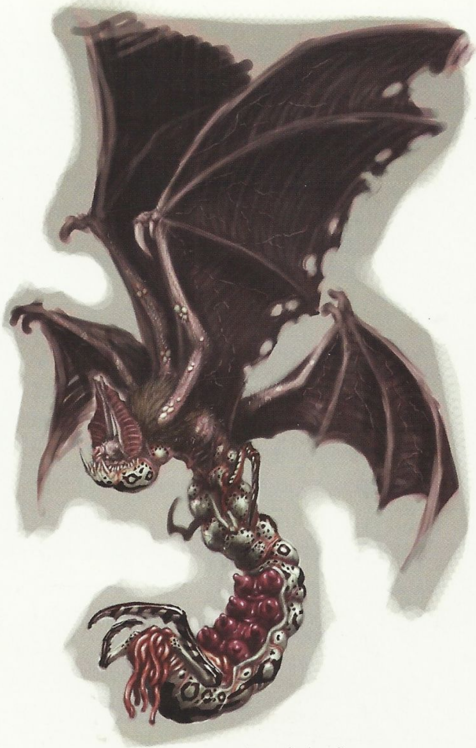




Popokarimu

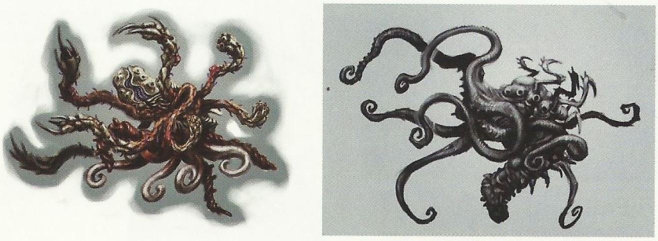

Flying enemy
Parasite portion
Legs extend outward, talons tear out from skin and suddenly spread, as if forcing its way out
After hole opens, extends from back like an insect emerging from chrysalis

Preliminary design

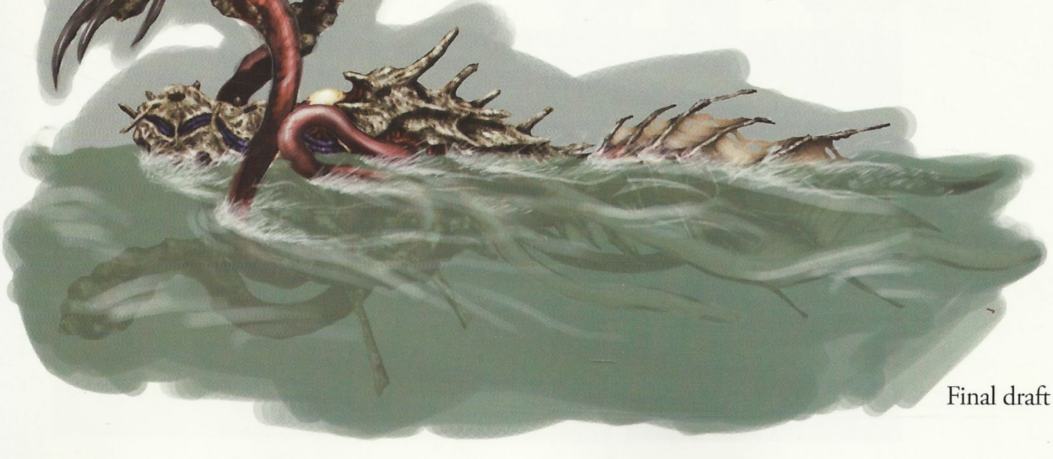


Final draft

Irving (Transformed)

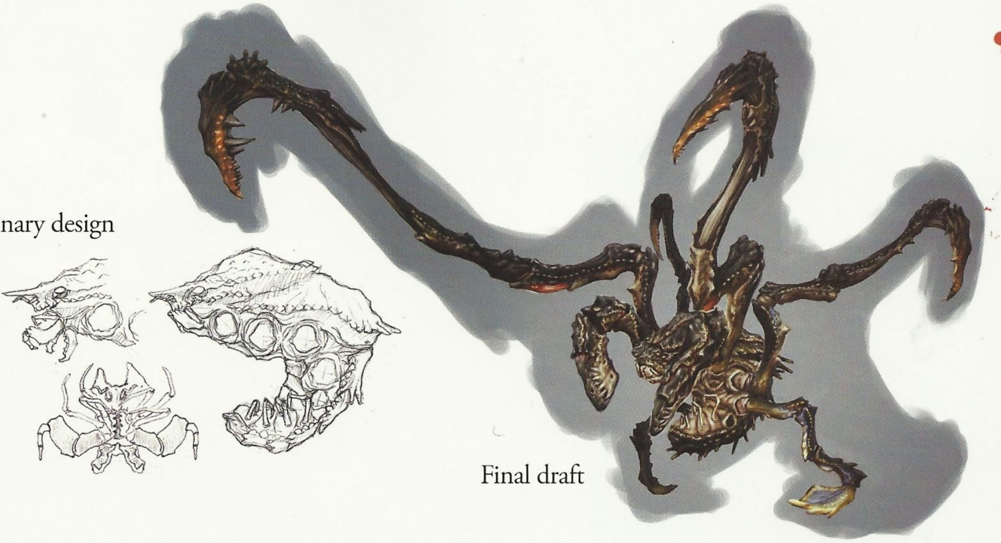


Preliminary design



Final draft

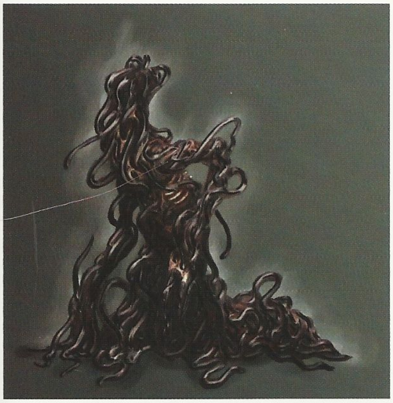
U-8



Preliminary design

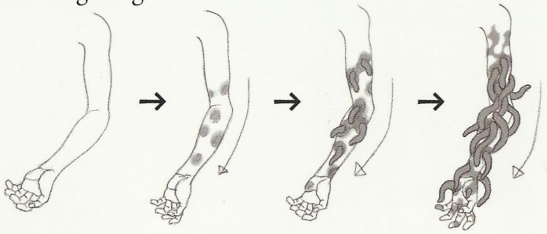
Final draft

Uroboros



Final draft

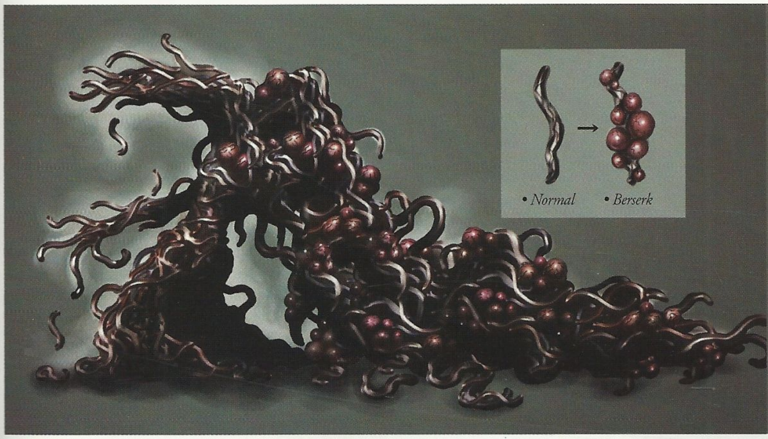
Worming image



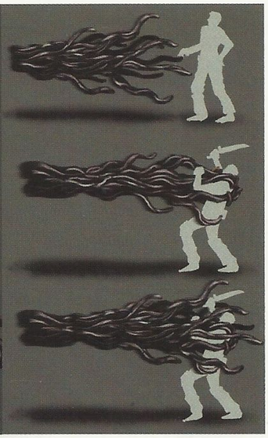
The Uro pustules spread outwards from the core in the chest, so both the cysts and the pustules flow outwards from the center of the body. Thus, in the case of the arm, they grow out from the shoulder towards the fingertips; if from the neck, they grow upwards from the chest to the head.

We want to emphasize the wriggling quality of the virus in close-ups, so the body shouldn't suddenly be covered by pustules immediately. Rather, the ideal situation would be if some fleshy portions remain to gradually get covered over.

Uroboros Mkono

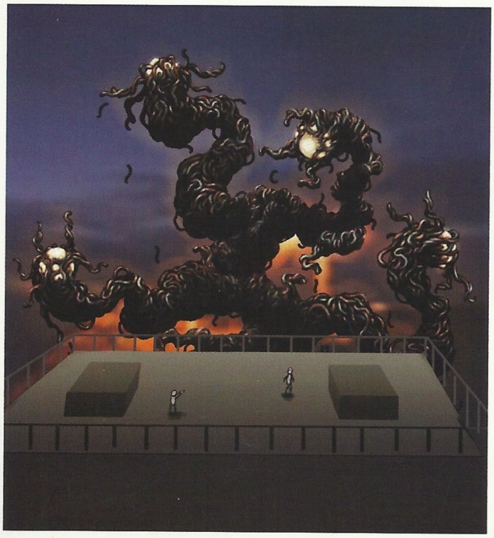


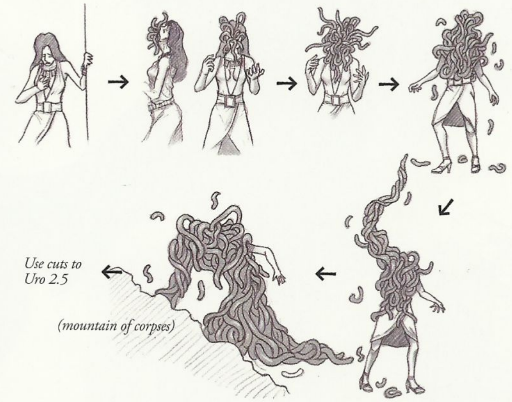
Final draft



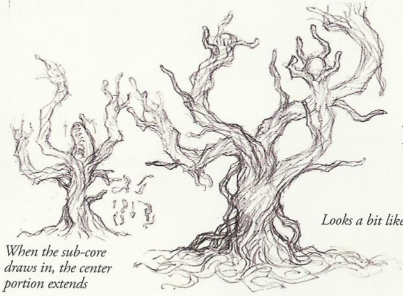
Motion idea

Uroboros Aheri



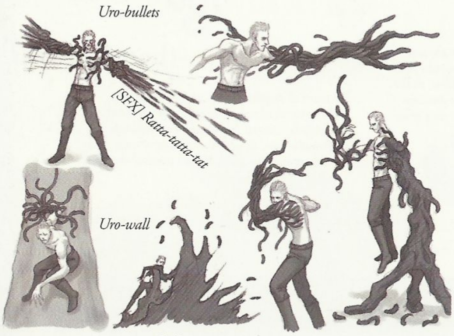

Excella-to-Uro (3) transformation scene images

Use cuts to Uro 2.5
(mountain of corpses)

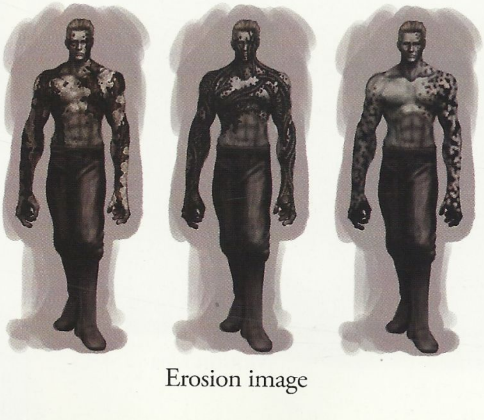

Preliminary design

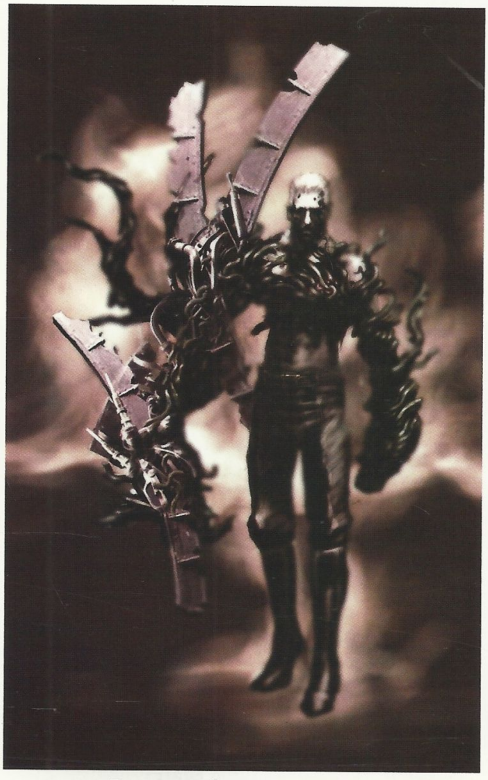
Looks a bit like a big tree
When the sub-core draws in, the center portion extends

Wesker (Uroboros)


Uro-bullets
[SFX] Ratta-tatta-tat
Uro-wall

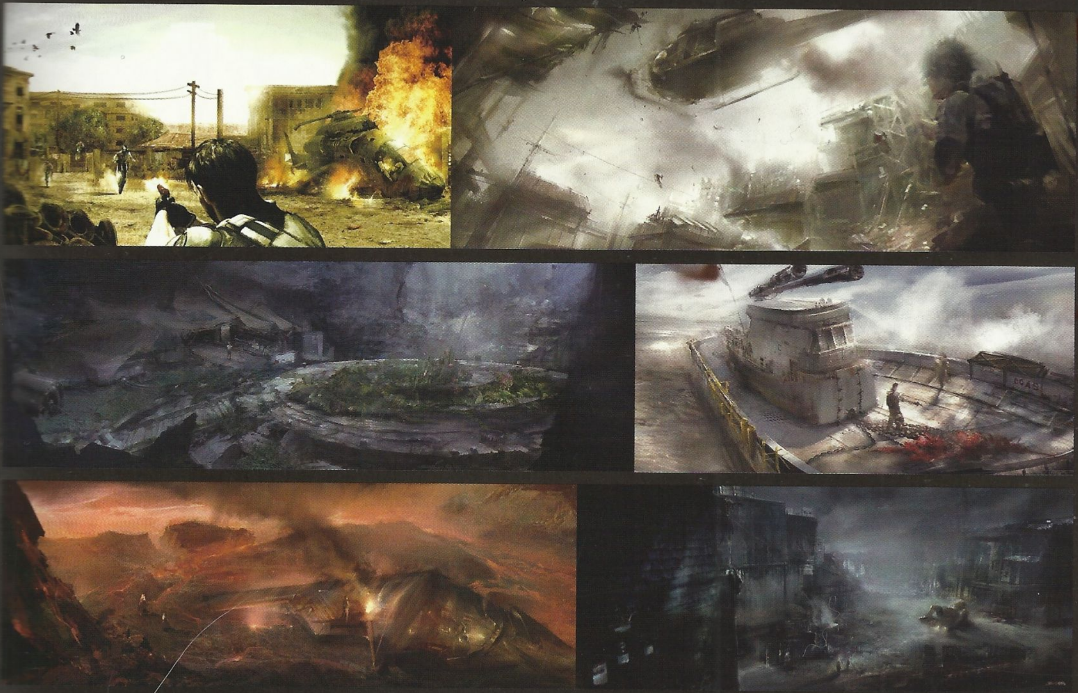
Motion ideas


Erosion image

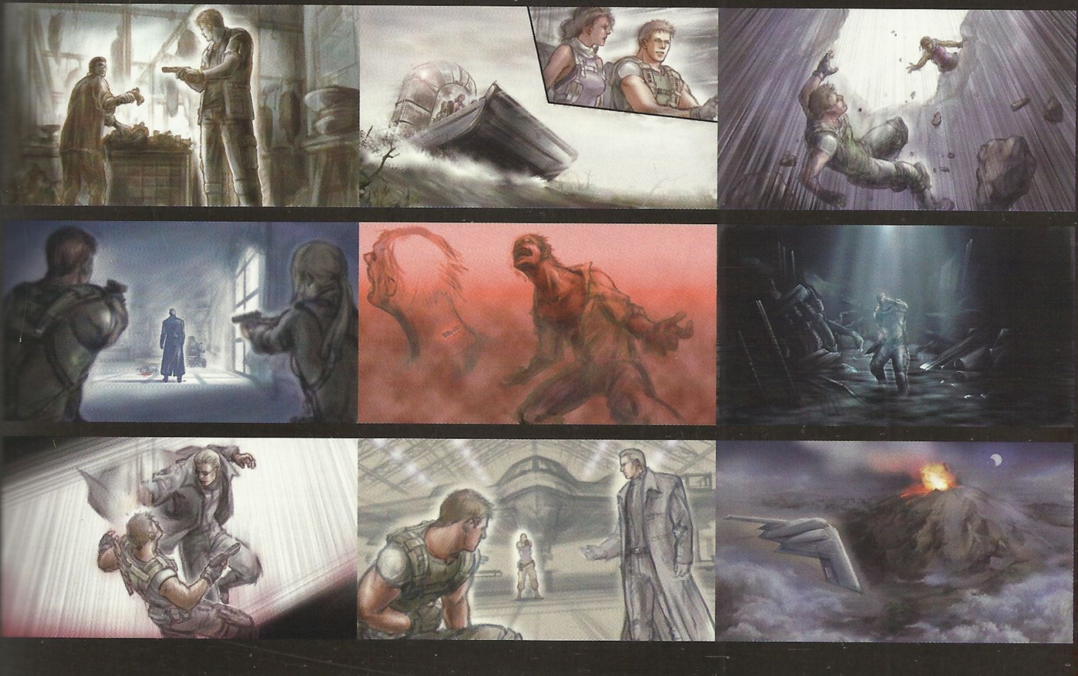

Post-transformation image

World Images

Storyboards

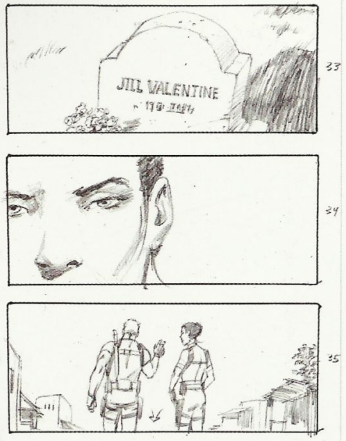


Preliminary images

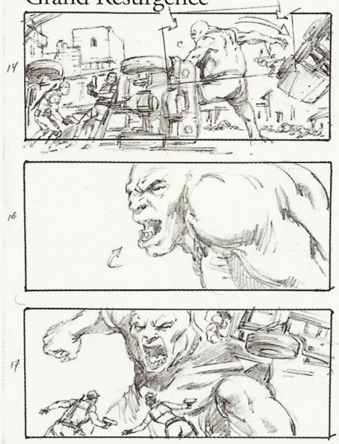


Conte

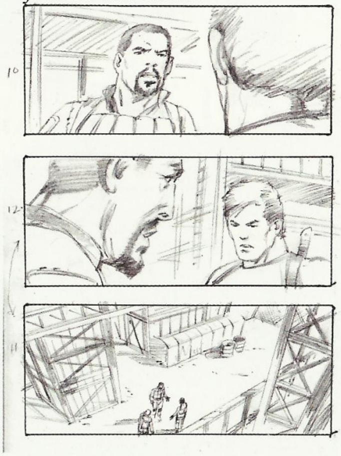
Welcome to Africa


JILL VALENTINE
33
34
35

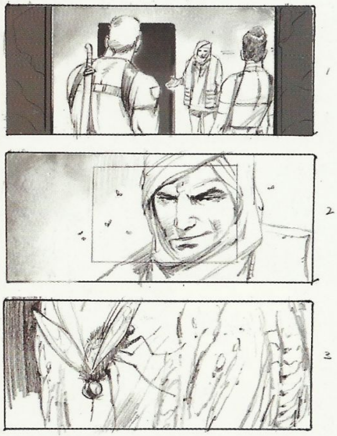
Grand Resurgence



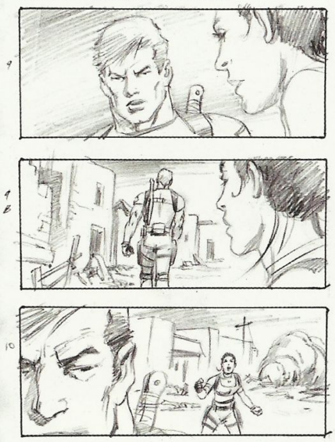
Josh to the Rescue



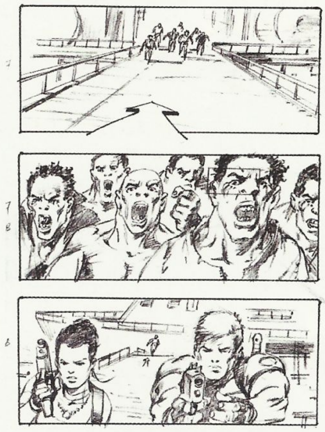
The Butcher (Part 1)



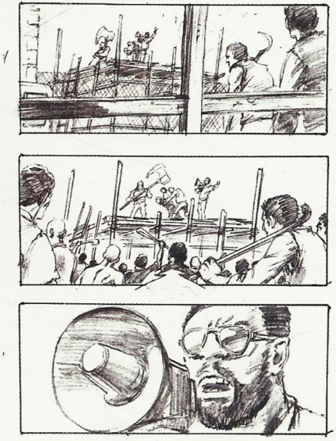
Delta Team's Distress



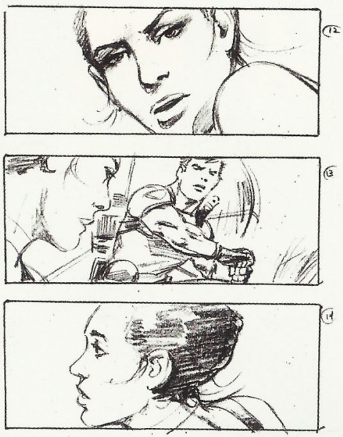
Irving's Web



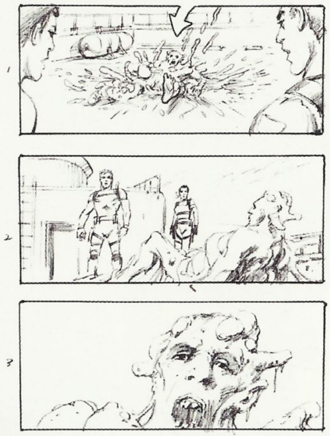
Hospitality



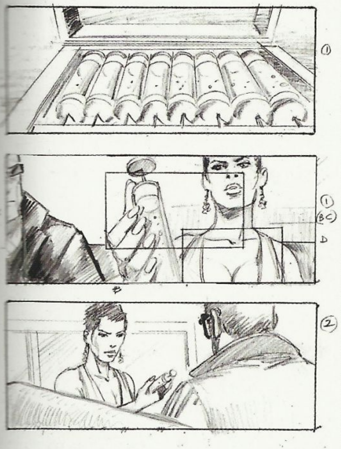
Shadows of the Past



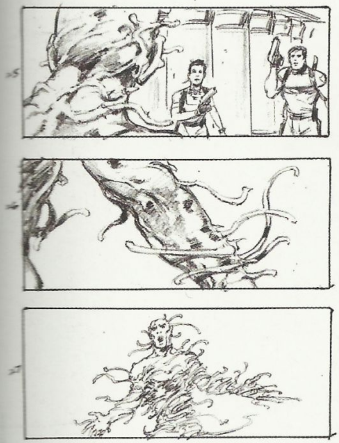
A New Clue



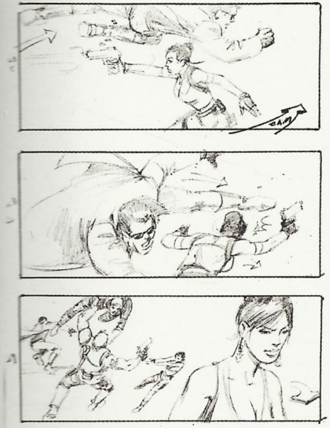
Wesker's Return



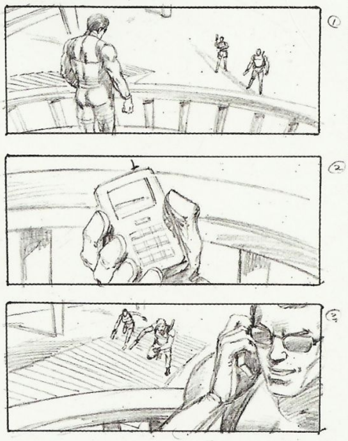
Uroboros



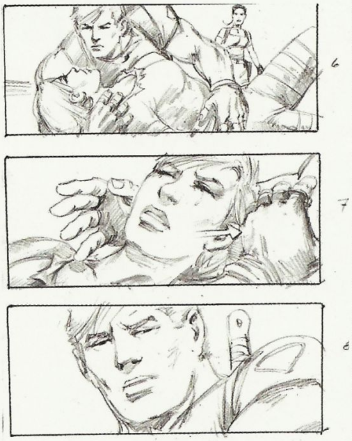
Two on Two



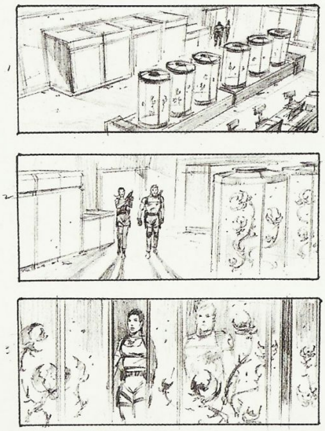
Old Friends, New Enemies



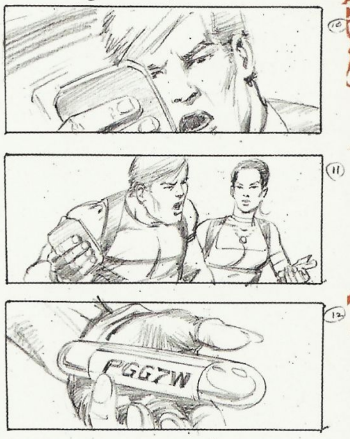
Favor for a Friend



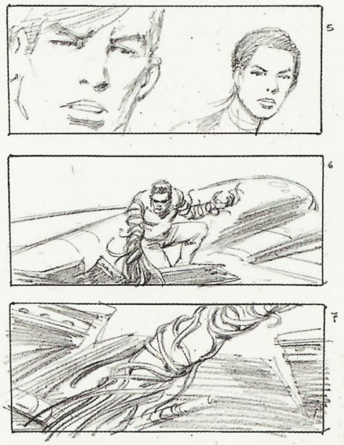
Medicine



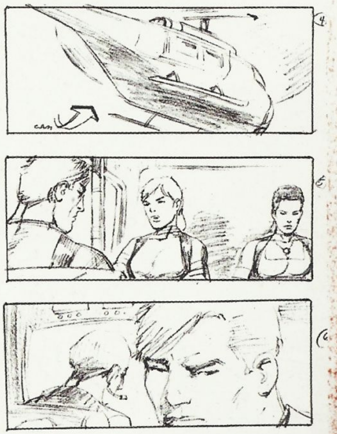
A Message from Jill



The Final Curtain



Homeward Bound!



EXTRA

EXTRA

resident evil™ THE UMBRELLA CHRONICLES

This first-person shooter features modified retellings of the Ecliptic Express, Mansion, and Racoon's Destruction incidents, while introducing the all-new storyline, "Umbrella's End."

Wii
バイオハザード
アンブレラ・クロニクルズ
CAPCOM

Released 11/15/2007 (Japan) 11/13/2007 (US)

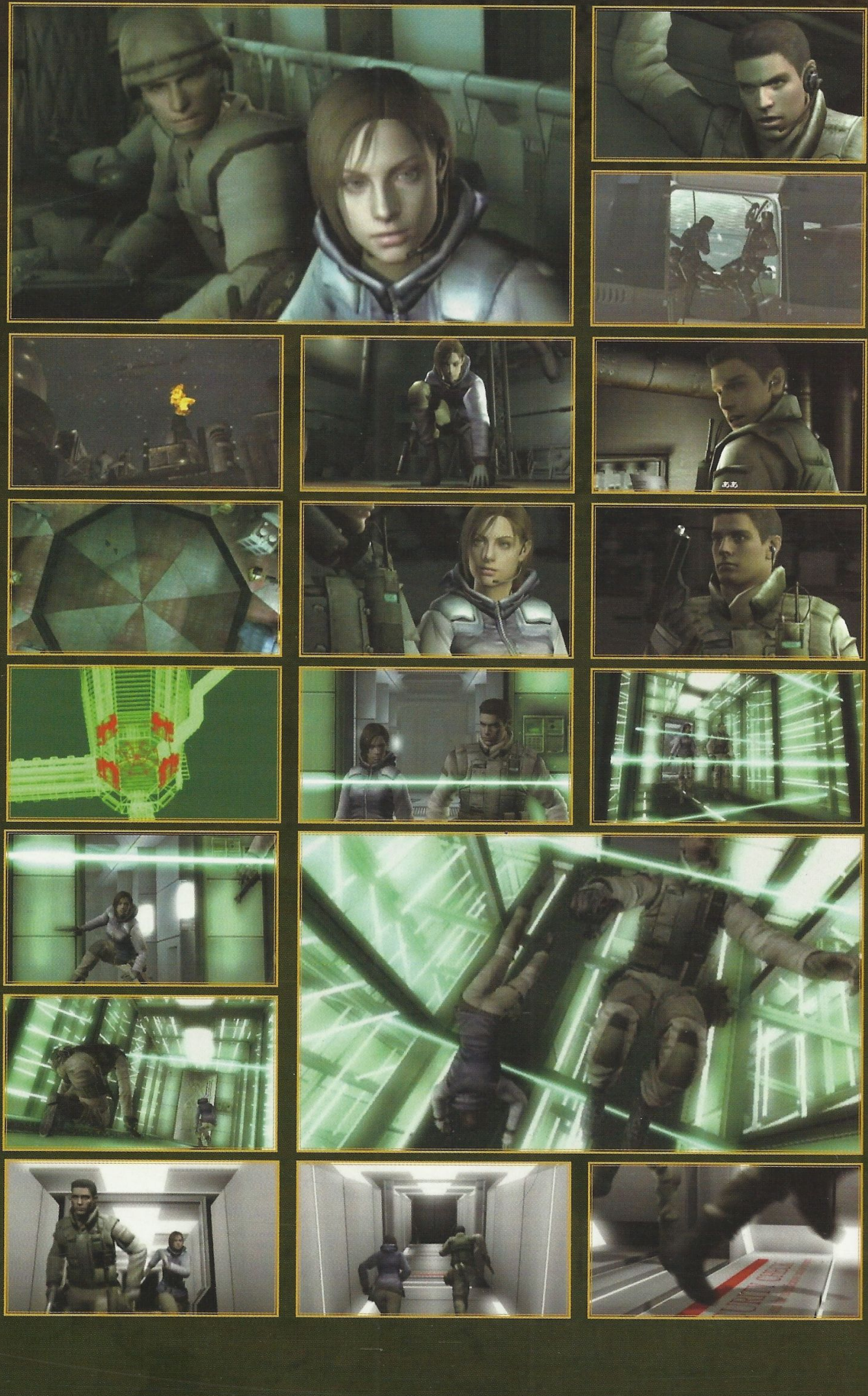
UMBRELLA'S END

It was the night of February 18th, 2003. A swarm of helicopters buzzed in the sky over the snow-covered Russian landscape. In one of the helicopters rode Chris Redfield, one-time member of the now-defunct Raccoon City special forces unit, S.T.A.R.S, now serving with an independent biohazard containment unit. Beside him sat Jill Valentine, partner in his quest to wipe out the last vestiges of Umbrella's terror. They were there as part of a plan to infiltrate a recently-discovered Russian Umbrella facility, and their sense of urgency was spurred by rumors of new B.O.W. being developed there.

The company descended on a field of white, but they had barely touched down when a horde of monsters appeared before them. The teams dispersed, but each cell reported attacks by creatures – if there were this many on the surface, then the facility itself would be crawling with them. As the monster attacks grew more frequent, Chris and Jill determined that they must be reaching the entry point – but by then, the voices of their allies over the radio had been reduced to screams of despair.

They found a disguised elevator in the facility's interior. They activated it, beginning their journey several hundred meters down into the mouth of hell. As they made their way into the biological weapons factory, they saw the bodies of their comrades strewn here and there. From there, they came to the massive underground structure known as Caucasus Research Facility. Testing rooms, huge water tanks, waste removal systems – while the two were holding their breath at the massive scale of it all, they received a call from their surviving team members saying that they had secured the perimeter of the facility.

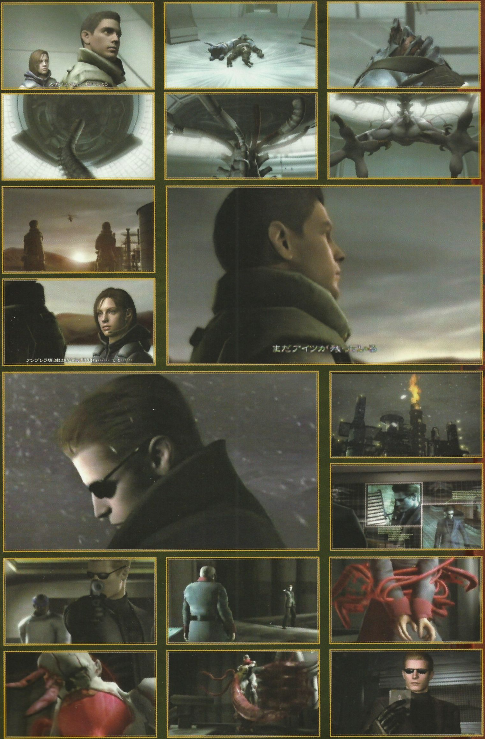
The structure was like a maze, set with traps to deter intruders. Nevertheless, the partners penetrated the facility's harsh security to make their way deeper and deeper inside. They had just arrived in a large room B.O.W. testing room, when a voice came over the loudspeaker. The voice belonged to Umbrella executive Colonel Sergei Vladimir, who was developing the new B.O.W. – codenamed T-A.L.O.S. – in the hope of bringing about the revival of Umbrella. Jill and Chris, he declared, would be its first victims.



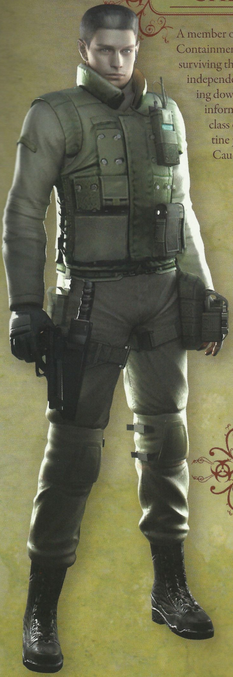
The battle machine T-A.L.O.S. was controlled by an AI known as Red Queen. Covered in white armor and equipped with a rocket launcher, the beast was unlike anything they had seen before. Working through their hesitation, however, Chris and Jill were able to break through the armor, and shot it until it stopped moving. Only moments later, though, it let out a roar, and its body began to rapidly mutate. A tentacle erupted from its back, latching onto the ceiling to suspend the creature in midair. Countless other tentacles wriggled from its body. It was so large that it seemed to fill the entire room, but Chris and Jill persisted, and filled it with bullets. At last, the monster fell. Its blood shone a dazzling red against the clean white floor. This was the end of the T-A.L.O.S.

Jill and Chris stepped out of the darkness to see the morning sun dawning over the distant horizon. They had crushed Umbrella's last hope for rebirth, but a shadow remained in their hearts – the shadow of a man they both knew.

Copious Umbrella research data was thought lost when Raccoon City was destroyed. In truth, Sergei had absconded with the supercomputer which held this data, known as U.M.F.-013, prior to the sterilization. Albert Wesker knew that the computer would be in the Caucasus Research Facility, and spread the information of its existence to Chris's unit in hopes of using them as a diversion while he infiltrated the facility to steal the data. Sergei sent his two Tyrants, codenamed Ivan, at Wesker, and at last transformed into a monster himself to try to oppose him. Wesker defeated them all, and easily recovered the data while Chris and Jill were still busy with T-A.L.O.S. Silently, he left the frigid land behind.

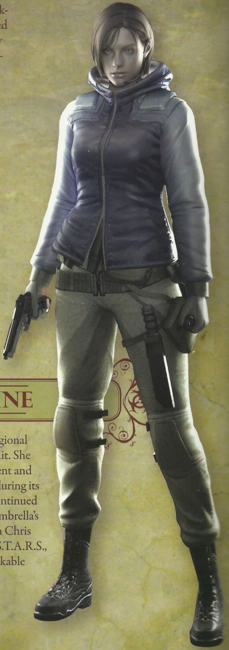


CHRIS REDFIELD



A member of the Private Regional Biohazard Containment Unit. He left Raccoon City after surviving the Mansion Incident, and started an independent investigation with the goal of taking down Umbrella himself. Having received information on the development of a new class of B.O.W., he and partner Jill Valentine join the operation to infiltrate the Caucasus Research Facility.

JILL VALENTINE



A member of the Private Regional Biohazard Containment Unit. She survived the Mansion Incident and remained in Raccoon City during its final days, after which she continued with her mission to crush Umbrella's dark ambitions. She's known Chris since their days together in S.T.A.R.S., and the two share an unbreakable bond of trust.

SERGEI VLADIMIR

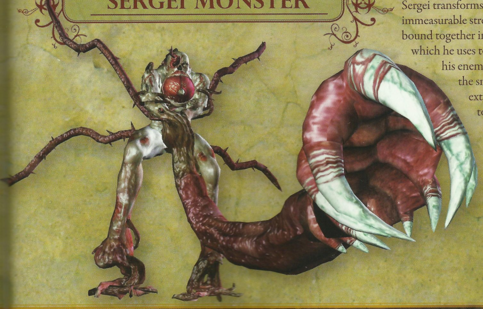
A former colonel in the Soviet army, he swore his loyalty to Spencer when he became an Umbrella executive. He began his development of the T-A.L.O.S. in the laboratory beneath Raccoon City, but since transferred his research to the Umbrella Russia Caucasus Research Facility.

IVAN

Tyrants created through the application of the T-Virus, Sergei refers to the Ivans as his "old friends," and keeps them close at all times. The Ivans possess superior physical and mental abilities, and wear white protective coats.

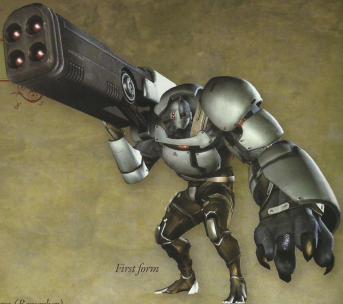
SERGEI MONSTER

By activating the virus inside of him, Sergei transforms into a being of immeasurable strength. His arms are bound together into a giant tentacle, which he uses to lash and snatch his enemy. He can also use the smaller tentacles that extend from his body to swing from the walls and ceiling.

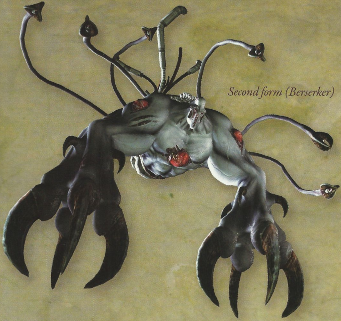


T-A.L.O.S.

An evolved form of Tyrant, covered in computer-controlled armor which keeps its mutations in check. It is on a level far beyond that of the B.O.W.s that Chris and Jill had faced before. Once freed from Red Queen's control, it begins evolving in unpredictable fashion.



First form

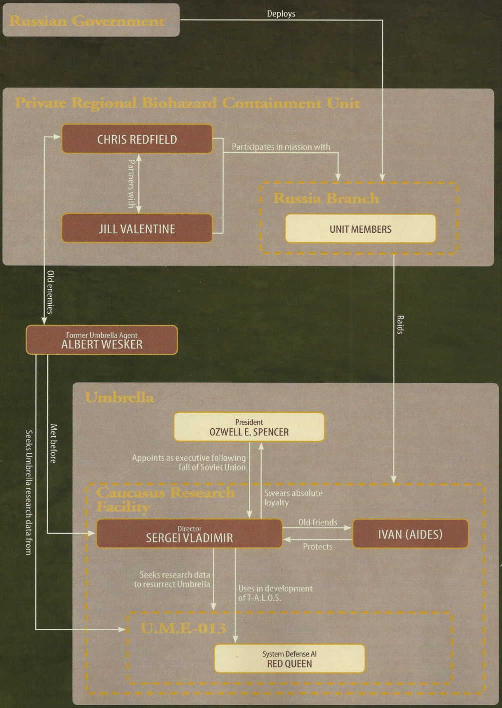


Second form (Berserker)

ALBERT WESKER

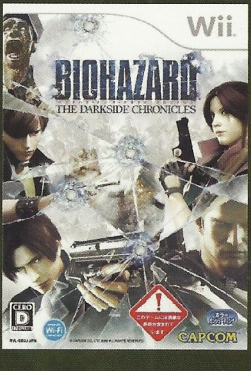
A former Umbrella employee, he injected himself with a virus during the Mansion Incident, which granted him abilities far exceeding those of a normal human. He's come to Russia to steal the Umbrella research data that Sergei took with him from Raccoon City.

RELATIONSHIPS


Russian Government
Deploys
Private Regional Biohazard Containment Unit
CHRIS REDFIELD
Partners with
JILL VALENTINE
Participates in mission with
Russia Branch
UNIT MEMBERS
Old enemies
Raids
Former Umbrella Agent
ALBERT WESKER
Met before
Seeks Umbrella research data from
Umbrella
President
OZWELL E. SPENCER
Appoints as executive following fall of Soviet Union
Swears absolute loyalty
Caucasus Research Facility
Director
SERGEI VLADIMIR
Old friends
Protects
IVAN (AIDES)
Seeks research data to resurrect Umbrella
Uses in development of T-A.L.O.S.
U.M.F.-013
System Defense AI
RED QUEEN

RESIDENT EVIL™
THE DARKSIDE CHRONICLES

This first-person shooter features modified retellings of the Rockfort Island and Raccoon City incidents, while introducing the all-new storyline, "Operation Javier."


Wii
BIOHAZARD
THE DARKSIDE CHRONICLES
CAPCOM

Released 1/14/2010 (Japan) 11/17/2009 (US)

OPERATION JAVIER

The year was 2002, and Leon S. Kennedy and Jack Krauser had come to a small jungle village in South America. They were looking for a former Umbrella researcher said to be in contact with a powerful drug lord named Javier Hidalgo. Javier had once exerted significant political control over the region, but had recently disappeared.

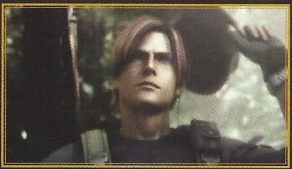
A voice from a nearby radio intoned that over fifty girls were now missing in connection with the recent kidnapping incidents. Krauser, an elite soldier in the United States Special Operations Command, commented that the village smelled like a battlefield -- like death. Suddenly, the two of them found themselves assaulted from all sides by villagers turned into monsters. Some of them bore a snake tattoo on their bodies: the sign of Javier's organ trafficking organization, the Sacred Snakes.

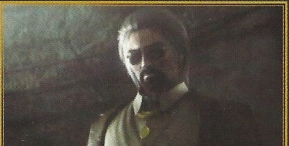
At last, they found the guide who had been hired to take them to Javier. Unfortunately, he was badly wounded. He said that he was injured by a "devil" while trying to help a young girl who was running away from Javier's mansion, but died before he could say if there was any connection between this, the missing girls, and the organ traffickers. Leon and Krauser found the girl, Manuela, and realizing that she was their only chance of finding Javier, took her with them to the mansion.

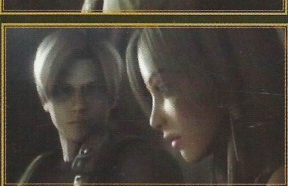
To reach Javier's mansion, they had to pass through a dam. While there, they ran into Javier himself. He called Manuela his daughter and spoke to her in persuasive tones, saying "All of this I've done for you." The next moment, a flood of water burst through the dam. It dragged Leon and Krauser; Manuela also threw herself into the raging torrent.

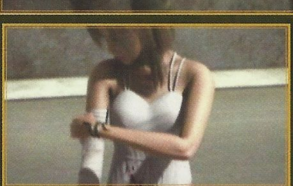
When the three of them finally found each other, Manuela revealed that beneath her bandaged arm was the evidence of an infection from the Veronica Virus. It seemed that her father, Javier, had injected her with it to save her from an incurable disease: the same endemic disease that had killed her mother. Leon, familiar with the Veronica Virus, wondered why it was that Veronica hadn't yet manifested in her. For now, though, he knew they had to focus on reaching Javier's mansion.

Krauser proposed the idea to Leon that that they should dispose of Manuela before she became a threat. It was then that Leon revealed his true identity: he was a secret agent on assignment from the President to eradicate the virus. He asked Krauser to work with him to eradicate the virus itself. Stoically, Krauser agreed, and shook his hand.









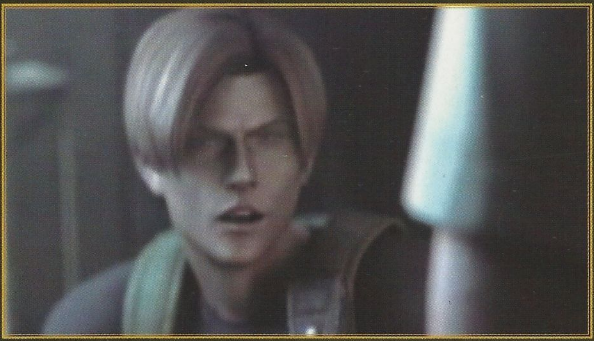
They made their way into Javier's mansion, where they found the mercilessly desiccated corpse of the former Umbrella researcher that Leon and Krauser had been searching for. Later, they stumbled upon a room containing an operating table, the corpses of the kidnapped girls, and jars of internal organs. Javier appeared again, and made another shocking revelation.

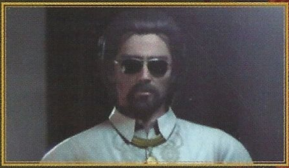
It appeared that for the first fifteen years, one could keep Veronica at bay by continually replacing the host's internal organs. Leon responded angrily: even if it was for his own daughter, nothing excused the measures he had taken. Rather than argue, Javier sent a massive B.O.W. at them. They were able to neutralize it, but Krauser's left arm was badly injured in the fight.

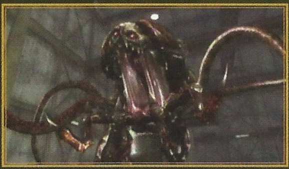
In its dying moments, the monster held a tentacle out towards Manuela's cheek. "Mother?" the girl whispered. A tear leaked from the eye of the hideous creature. Then, it stopped moving. The creature had been Manuela's mother Hilda, whom Javier had injected with the T-Virus to try to cure her disease.

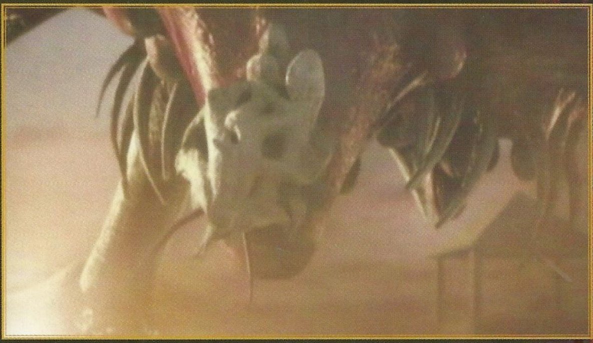
When they got back above ground, they found Javier waiting for them, having turned into a monstrous creature himself. Manuela ran towards him in a suicidal move, saying that she "chose to die a human." As Leon ran forward to try to save her, the monster brought a massive foot down to crush him. However, the impact never came: the foot was vaporized by Manuela, whose arm was wreathed in Veronica's flame. Remaining human to the end, Manuela was able to support them in turning the tables and destroying Javier.

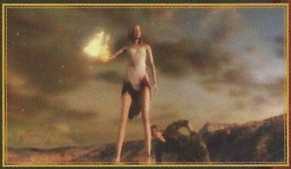
With the battle over, a helicopter appeared in the sunset sky to carry the trio off. Manuela was taken in by the American Government and placed under strict supervision. She never manifested Veronica again. Krauser's wounded arm didn't heal; he was discharged, then disappeared. Leon renewed his vow to scrub Umbrella's viruses from the face of the Earth.

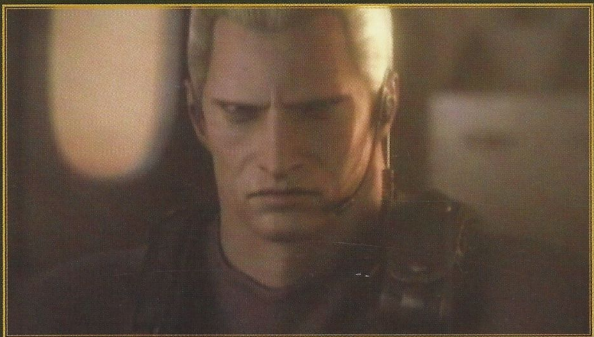


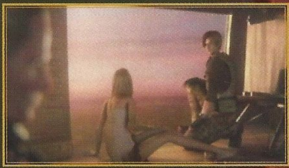










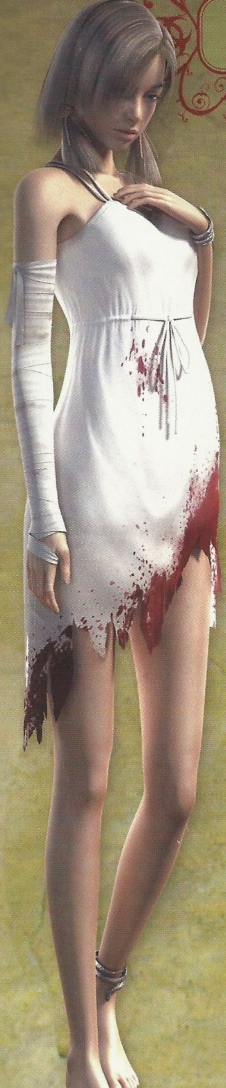


LEON S. KENNEDY

A Secret Service agent with the United States government. Formerly a rookie with the Raccoon City Police Department, he survived the incident and was scouted by a government agent who recognized his potential. He's currently in South America on a special mission from the President.

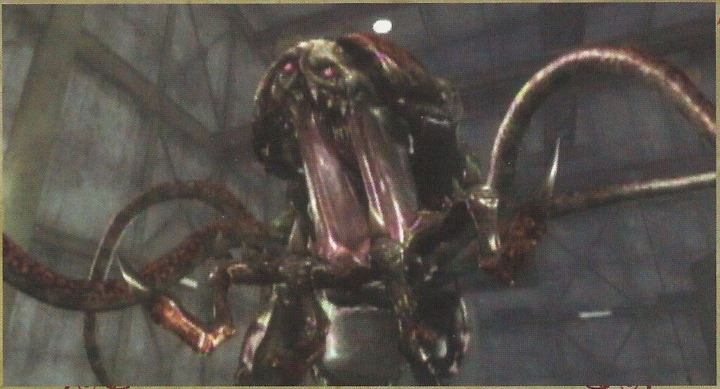
JACK KRAUSER

A soldier with US SOCOM who has earned accolades on the battlefield. He possesses excellent survival skills and faces his first B.O.W. encounter with amazing calm. He works together with Leon on his government mission.



MANUELA HIDALGO

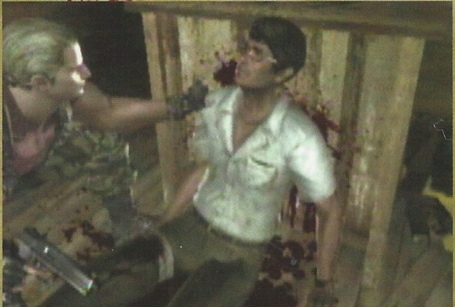
Javier's only daughter. After losing her mother to an incurable endemic disease, she soon caught the same disease herself. On learning the horrible measures her father has taken to treat her, she retreats to the village, where she meets Leon and Krauser and agrees to guide them to her father.



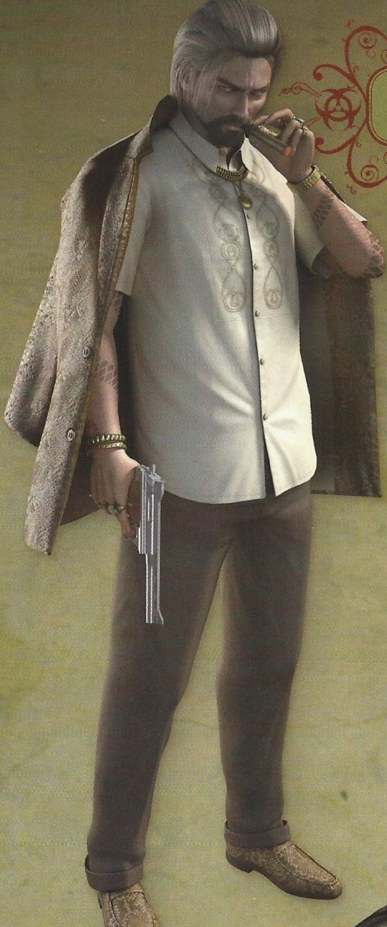
HILDA HIDALGO

Javier's wife. Javier injected her with the T-Virus as a cure for her endemic illness, but the treatment merely turned her into a brutal monster. She retains her love for Manuela, however, and watches over her from a distance.

GUIDE



A local man, he was hired to lead Leon and Krauser to Javier's mansion, but was attacked by a B.O.W. before they could rendezvous with him. With his dying breath, he passes important information on to Leon and Krauser.

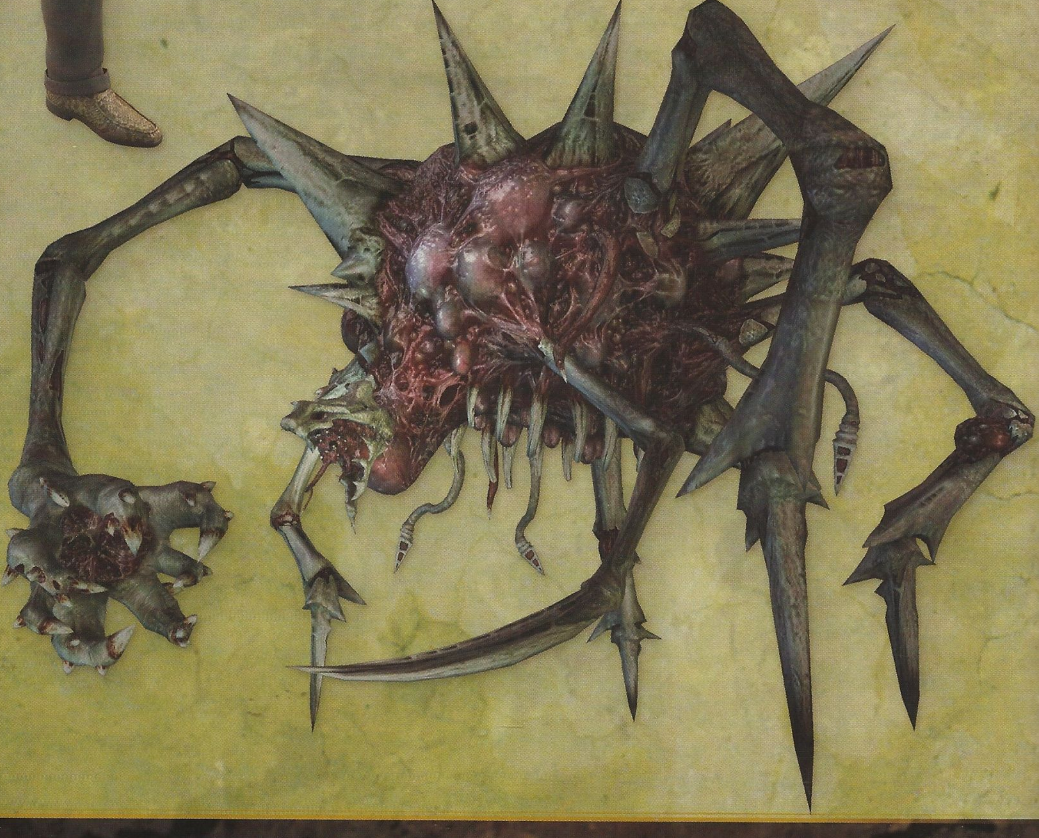


JAVIER HIDALGO

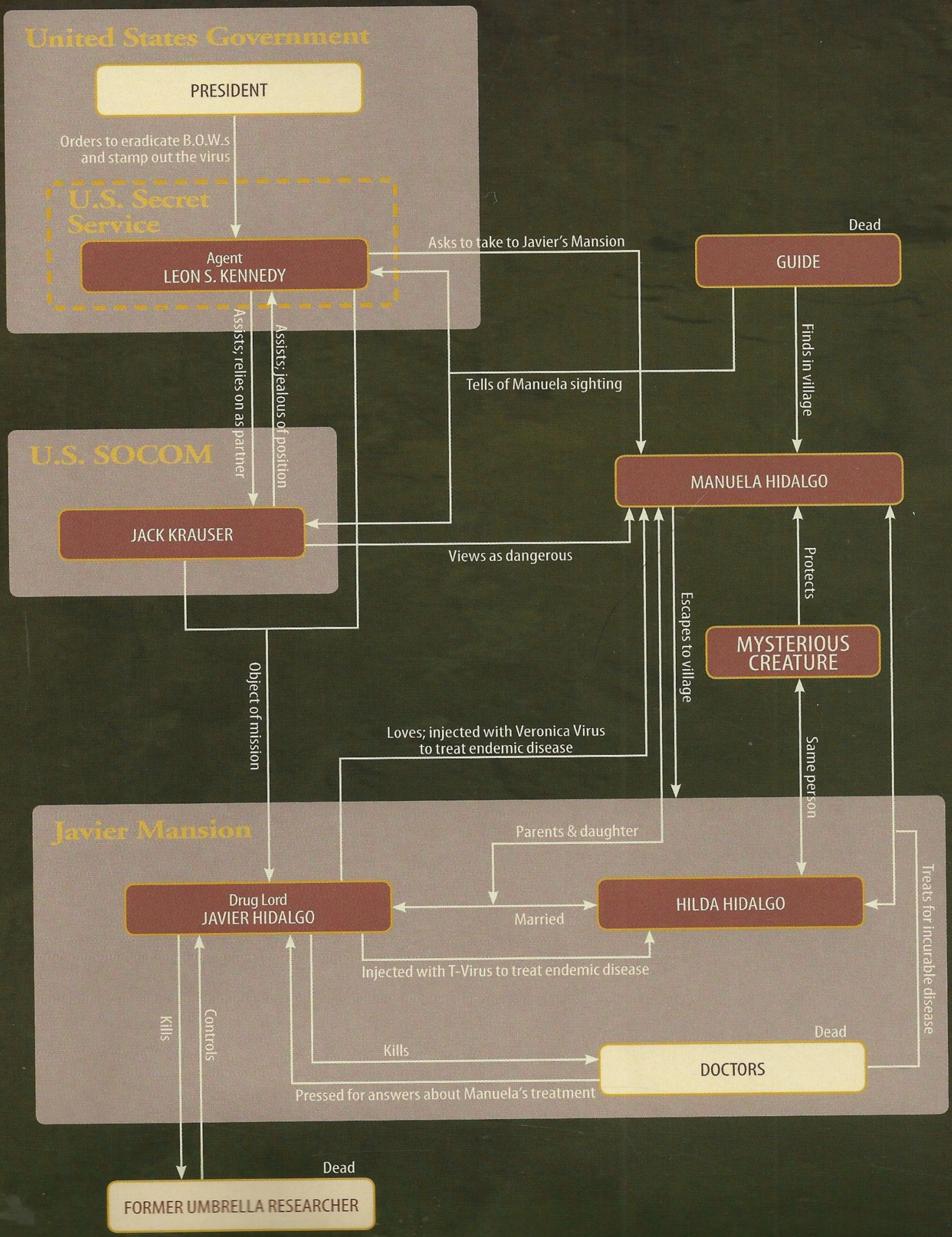
A politically influential South American drug lord. Investigations have revealed a connection between him and a former Umbrella researcher. Beneath his power-hungry exterior, he harbors a weak spot for his beloved daughter Manuela.

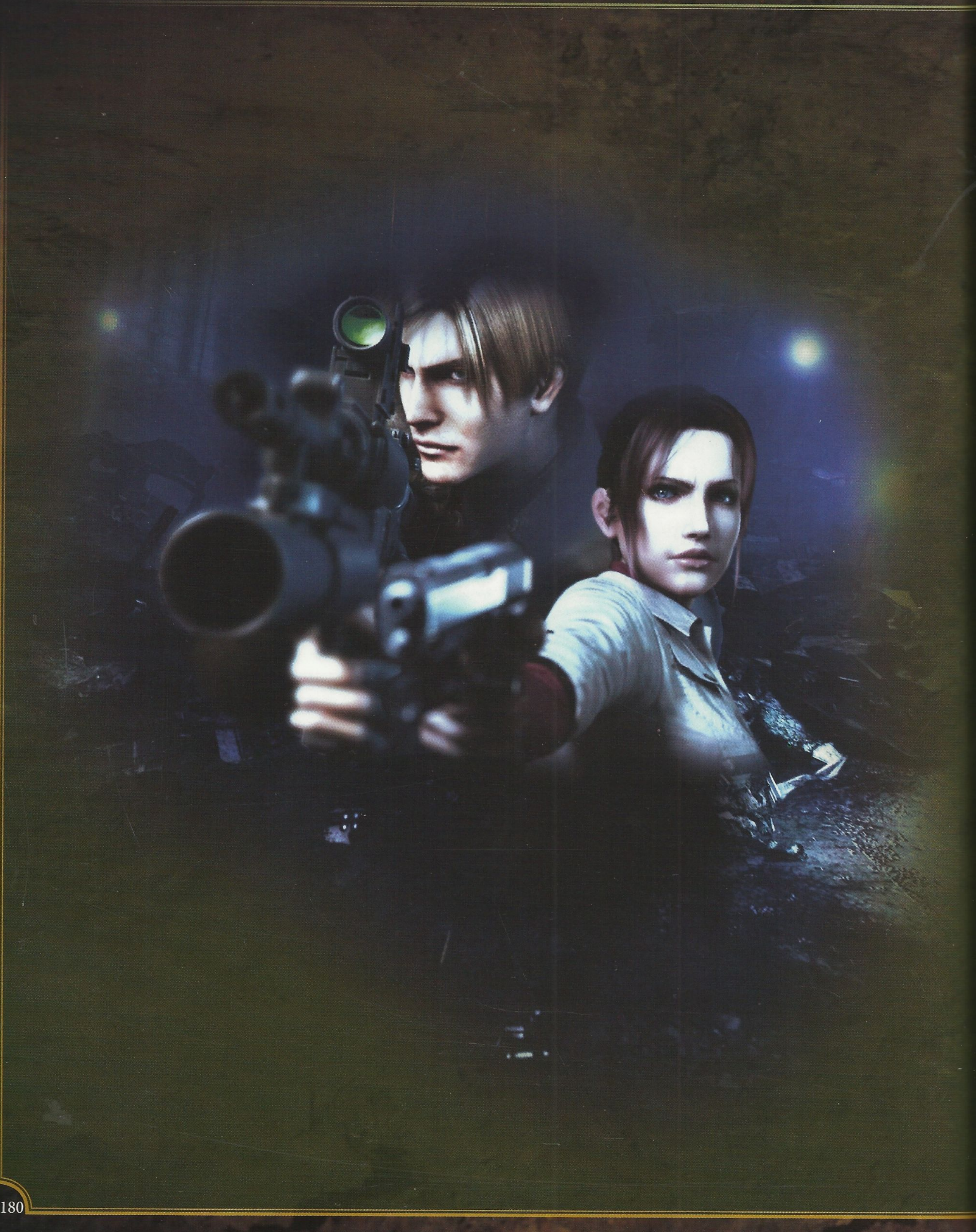
V-COMPLEX

This is Javier's form after he combines with the Veronica plant he has cultivated in his greenhouse. The monster goes berserk in the tropical atmosphere outside, and grows massive by consuming everything in the surrounding area. In the end, it even consumes Javier's own will.



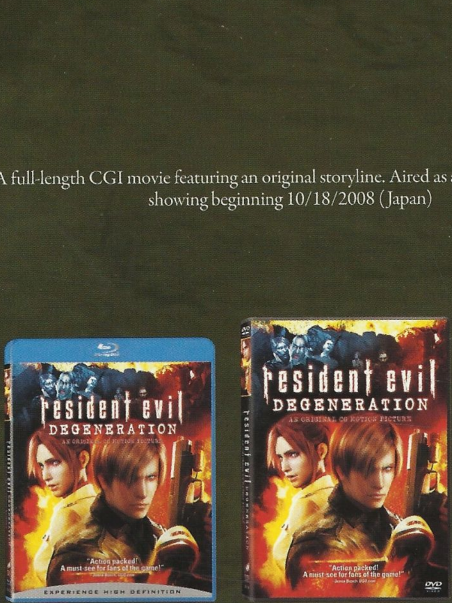
RELATIONSHIPS


United States Government
PRESIDENT
Orders to eradicate B.O.W.s and stamp out the virus
U.S. Secret Service
Agent LEON S. KENNEDY
Asks to take to Javier's Mansion
Dead
GUIDE
Finds in village
Tells of Manuela sighting
Assists; relies on as partner
Assists; jealous of position
U.S. SOCOM
JACK KRAUSER
MANUELA HIDALGO
Views as dangerous
Protects
Escapes to village
MYSTERIOUS CREATURE
Object of mission
Loves; injected with Veronica Virus to treat endemic disease
Same person
Javier Mansion
Parents & daughter
Drug Lord JAVIER HIDALGO
Married
HILDA HIDALGO
Treats for incurable disease
Injected with T-Virus to treat endemic disease
Kills
Controls
Dead
Kills
DOCTORS
Pressed for answers about Manuela's treatment
Dead
FORMER UMBRELLA RESEARCHER



resident evil
DEGENERATION

A full-length CGI movie featuring an original storyline. Aired as a limited two-week showing beginning 10/18/2008 (Japan)


resident evil
DEGENERATION
AN ORIGINAL CG MOTION PICTURE
"Action packed! A must see for fans of the game!"
EXPERIENCE HIGH DEFINITION
resident evil
DEGENERATION
AN ORIGINAL CG MOTION PICTURE
"Action packed! A must see for fans of the game!"

Released 12/26/2008 (Japan) 12/27/2008 (US)

(Left) Blu-ray version
(Right) DVD version

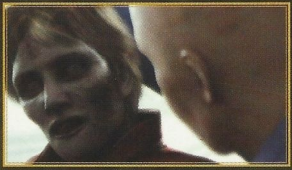
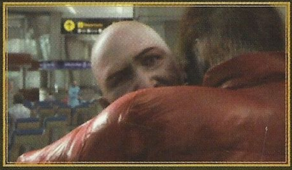
DEGENERATION

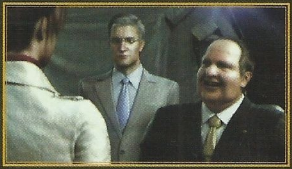
The year was 2005. Raccoon City survivor Claire Redfield was working with the non-government organization Terra-Save to rescue victims of bioterror and inhumane drug testing. She landed at Harvardville Airport to join a local Terra-Save protest. The group was protesting the pharmaceutical company WilPharma, which has been accused of using human subjects in their clinical virus testing; as well as Senator Ron Davis, who sponsored a new WilPharma facility in Harvardville. The Senator was said to be visiting Harvardville that day, and a large group of protesters had gathered to meet him at the airport.

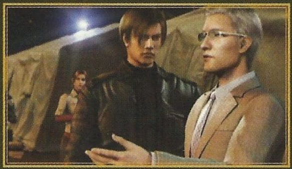
It was there that the incident began. It started with a single zombie attacking a security guard; from there, the virus spread with terrifying speed. A passenger plane, having lost control from virus-infected passengers, crashed into the lobby. The airport became a living hell. A fresh tragedy was unfolding right before Claire's eyes: a bioterror incident using the dreaded virus. The airport was sealed off, and the Harvardville Special Response Team sent in. Leon S. Kennedy was dispatched on special order from the President to lead them. Forming a team with SRT members Angela Miller and Greg Glenn, he infiltrated the airport and saved the survivors, including Senator Davis and Claire.

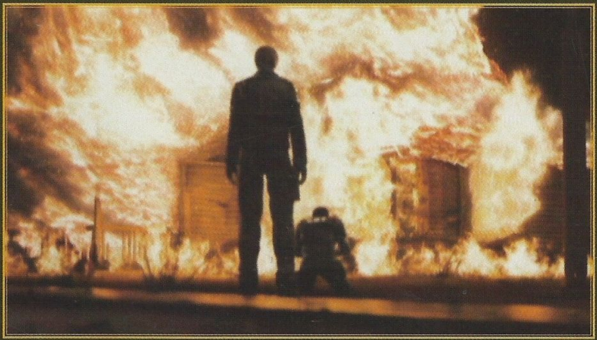
Once the survivors were secured, a convoy of WilPharma transport trucks arrived. Having determined the virus used in the terror incidents, they distributed the t-Vaccine they had developed under government supervision. Just as the vaccine was distributed and the situation under control, however, the transport trucks were destroyed in a terrorist bombing. The terrorists wanted the truth revealed about the reason behind the sterilization of Raccoon City.

Earlier at the airport, Claire had noticed Curtis Miller, a man previously arrested on anti-WilPharma activities. He was Angela's older brother, and after losing his wife and child in the sterilization of Raccoon City, had embarked on a campaign to expose the government's involvement in the development of biological weapons. Angela raced to her brother's house, praying that he wasn't involved, but knowing that they would need to secure him for interrogation regardless. When she arrived, though, Curtis's house was already up in flames. It was the irrefutable proof that he was a terrorist, and that further terror activities were still to come.







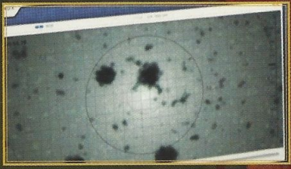
In order to make sure the vaccine development data was still secure, WilPharma head researcher Frederic Downing headed for the Air Dome Research Facility. Claire, who had met him at the airport, accompanied him. In truth, however, his intention was something besides the safe retrieval of the data: he wanted to use the Air Dome to acquire footage of a G-Creature in action, and use it to sell the G-Virus to a state sponsor of terrorism.

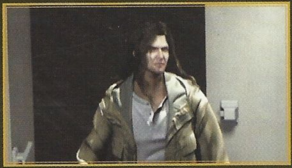
Frederic was secretly a former Umbrella researcher who had reached his current position through the use of viruses he acquired from Raccoon City. He had abandoned WilPharma after the completion of the t-Vaccine, and masterminded the recent terror incidents using Curtis to realize his own ambition.

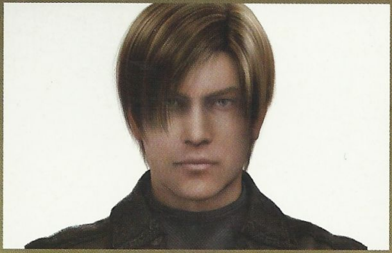
As Frederic intended, Curtis became a G-Creature and attacked Leon, Angela, and the U.S. Marines who had infiltrated the Air Dome to get the situation under control. The self-destruct systems detected the biohazard and activated, and the battle to the death with the monstrous Curtis began. Even so, Angela could not give up her attachment to him, and Leon was forced to support her as he fought. Thanks to Claire's clever manipulation of the Air Dome's computer systems, the three of them managed to escape the facility. On reailzing that Frederic had been the one behind everything, they sped to the place where he was to make the G-Virus trade-off, and arrested him.

Several days later, Claire, Leon, and Angela met again. They spoke their eulogies to the Air Dome that marked Curtis's burial site, then began to walk again: Each down their own path, with their own purpose in their heart.

LV3
LV2
LV1
LV1
LV0







LEON S. KENNEDY

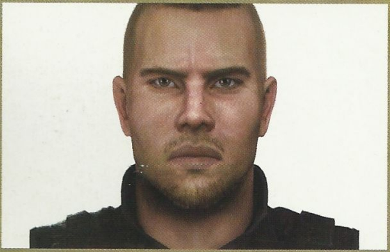
28 years old. After surviving the Raccoon City incident, he was scouted by the American Secret Service. He has since been engaging in covert activities as a secret agent.

CLAIRE REDFIELD

26 years old. After the incident at Rockfort Island, she joined the non-government organization Terra-Save, traveling the world to save people from bioterror.

ANGELA MILLER

29 years old. She is a member of Harvardville's Special Response Team. She takes pride in having a job that allows her to protect the city where she was born and raised.



GREG GLENN

28 years old. A member of Harvardville's Special Response Team. He infiltrates the zombie-infested airport with Leon and Angela to help retrieve the survivors.

SENATOR RON DAVIS

56 years old. A locally-elected Senator who sponsored a WilPharma research center in Harvardville. He was part of the committee that authorized the sterilization of Raccoon City.

FREDERIC DOWNING

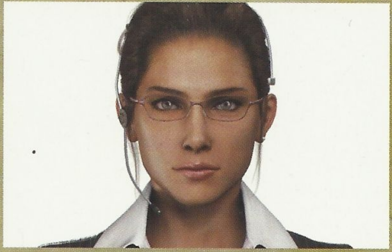
44 years old. WilPharma's head researcher who led them to the successful t-Vaccine. Beneath his gentlemanly atmosphere, he has deep black market ties.

RANI CHAWLA

8 years old. She lost her family in clinical tests done by WilPharma in India, and has since been living with her aunt in America. She harbors a deep admiration for Terra-Save.

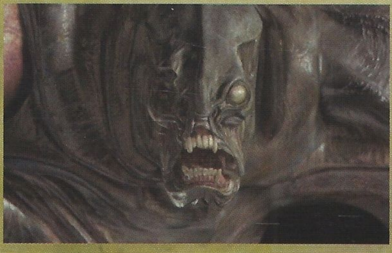
RANI'S AUNT

A member of Terra-Save living in America. She brings Rani to Harvardville to participate in the Terra-Save demonstraction.



INGRID HUNNIGAN

25 years old. A support agent with the U.S. Secret Service. She relays remote orders from the White House to secret agent Leon.



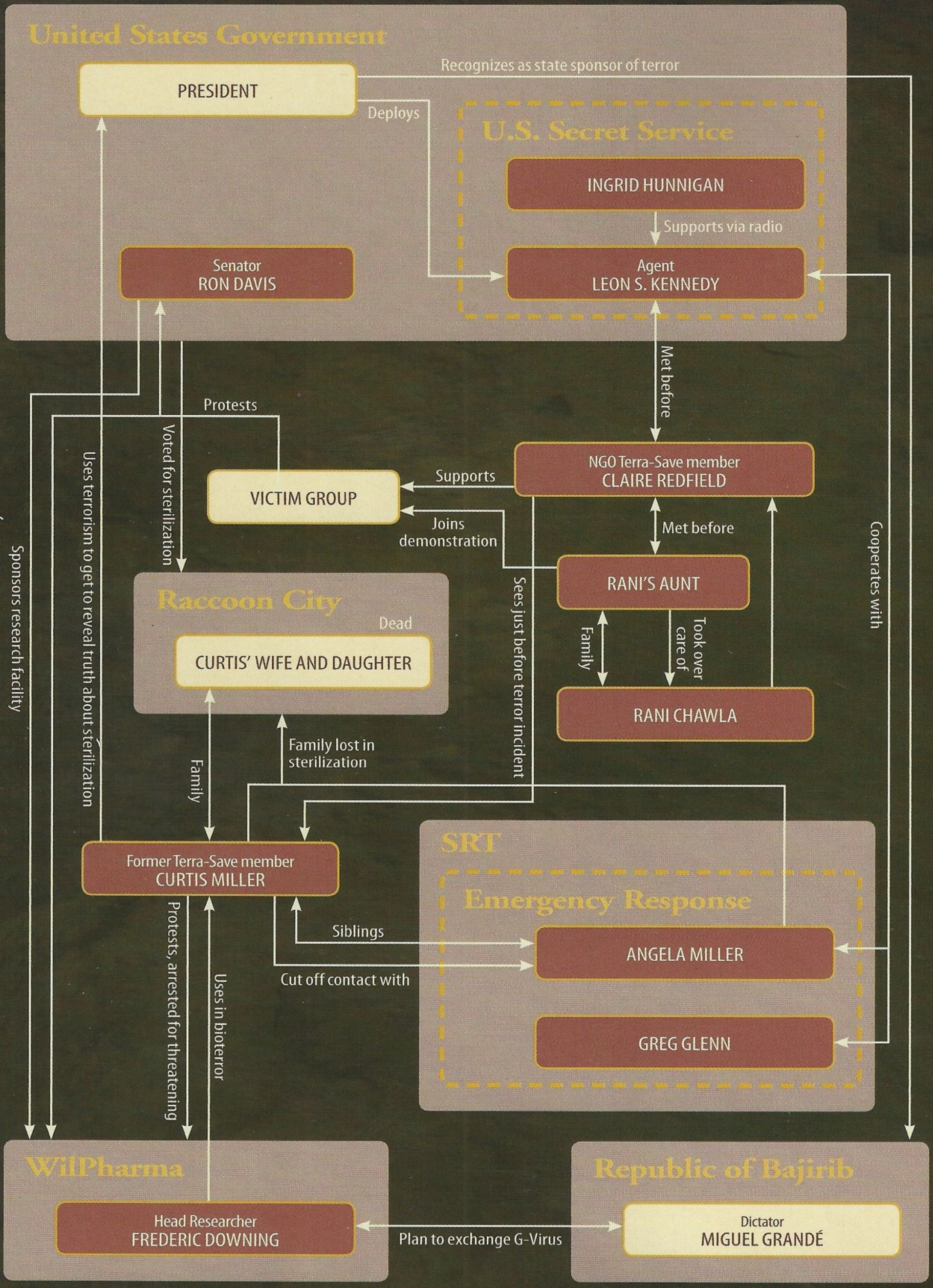
CURTIS MILLER

35 years old. He tragically lost his wife and daughter in the sterilization of Raccoon City. He becomes a terrorist to try to bring the truth behind the incident out into the open.

G-CURTIS

Curtis takes this form after being infected with the G-Virus, which causes unpredictable mutations. Major features are the enlarged arm with sharp claws, and the enormous eyeball lodged in his shoulder.

RELATIONSHIPS


United States Government
PRESIDENT
Recognizes as state sponsor of terror
Deploys
U.S. Secret Service
INGRID HUNNIGAN
Supports via radio
Agent LEON S. KENNEDY
Senator RON DAVIS
Met before
Protests
Voted for sterilization
Uses terrorism to get to reveal truth about sterilization
Sponsors research facility
NGO Terra-Save member CLAIRE REDFIELD
Supports
VICTIM GROUP
Joins demonstration
Met before
RANI'S AUNT
Sees just before terror incident
Cooperates with
Raccoon City
Dead
CURTIS' WIFE AND DAUGHTER
Family
Took over care of
RANI CHAWLA
Family lost in sterilization
Family
Former Terra-Save member CURTIS MILLER
SRT
Emergency Response
Siblings
ANGELA MILLER
Cut off contact with
GREG GLENN
Protests, arrested for threatening
Uses in bioterror
WilPharma
Head Researcher FREDERIC DOWNING
Plan to exchange G-Virus
Republic of Bajirib
Dictator MIGUEL GRANDÉ

KEYWORD

KEYWORD

STAIRWAY TO THE SUN

The motto of Umbrella Pharmaceutical, Inc. was "preserving the health of the people." Beneath its wholesome public image, however, Umbrella masked a darker purpose: the unlawful development of viruses and B.O.W.s (Bio-Organic Weapons). The massive international corporation was officially established in 1968, but the reason for its establishment goes back almost a hundred years earlier, to the mid-19th century.

During this time period, newspaper headlines told tales of intrepid explorers making expeditions into Africa. Henry Travis, a member of the prosperous mercantile company Travis Trading, took it upon himself to follow in their footsteps, and used his family's money to fund his own expedition to the continent. He published an account of his journey in a 72-volume encyclopedia entitled "Survey of Natural History," but his meticulously detailed reports were dismissed as the product of pure creative license. In the end, only a few copies of the set were ever published, to be sold as a mere novelty.

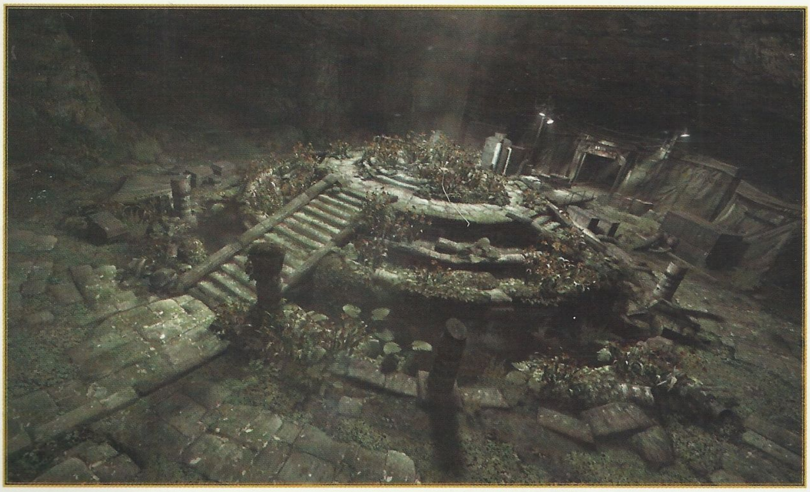
In the decades that followed, the Survey of Natural History was preserved for its aesthetic value among a small set of passionate collectors. Before long, it found new appreciation in the hands of Ozwell E. Spencer, a member of a powerful noble family and later founder of Umbrella. Spencer took interest in the book's description of regional folkloric customs, particularly the rituals of the Ndipaya Tribe; they were said to possess a flower, known as the "Stairway to the Sun," which bestowed great power on those who consumed it.

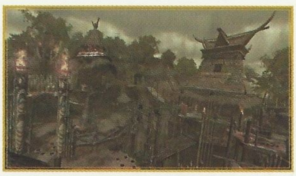
In order to learn more about this mysterious flower, Spencer headed an expedition to Africa in 1966, alongside virologist James Marcus and his fellow nobleman Edward Ashford. Using the descriptions provided in the Survey of Natural History, they searched out the Ndipaya Tribe's land and eventually found the ancient ruin where the the Stairway to the Sun grew. Within the ruin they found a sacred chamber, the only place where the flowers would grow. The chamber was known as "The Sun Garden."

Research on the Stairway to the Sun was carried out primarily by Marcus and his pupil, head researcher Brandon Bailey. Those early days were brutal ones: The small group was forced to fend off constant attacks by the garden's rightful owners, the Ndipaya, with no guarantee that their research would even lead anywhere. In that harsh environment, even Marcus began fraying at the edges.

Then at last, three months into their research, it all paid off. Just as Marcus had theorized, the flower carried in its blossoms a previously undiscovered virus that could recombine an organism's genetic code. They called the virus "Progenitor," and so named the flower "Progenitor Flower." Marcus quickly had the flowers brought back to his own laboratory back home.

Marcus wanted to throw himself into the Progenitor research, but he immediately hit an unexpected wall: the flowers cultivated in the laboratory did not produce the Progenitor Virus! Even when the environment was adjusted to match the conditions of the African chamber – water, soil, temperature, humidity, sunlight – the blossoms still did not produce the virus. Marcus quickly exhausted the supply of the virus he had brought back from Africa , and a year passed by with no useful results.



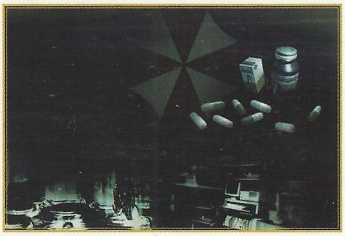


UMBRELLA AFRICA RESEARCH CENTER

In 1968, Spencer proposed to Marcus and Ashford the idea of starting a company as a cover for their viral research. This would was the birth of Umbrella Pharmaceutical, Inc. With Progenitor research still stalled, Marcus took Spencer's invitation to start his research anew under Umbrella's auspices. He expected to return to Africa to resume his Progenitor Virus research, but Spencer transferred him instead to head up the newly Umbrella Management Training Facility in Raccoon City. Marcus was upset that he wouldn't be able to participate in the Progenitor research himself, but reluctantly agreed when he was told that his best student, Bailey, would be taking charge in his place.

When Bailey returned to Africa, he found that armed soldiers had driven the Ndipaya Tribe from the ruins, and the new African Research Center was already under construction. Bailey supervised the continued construction of the center, and soon expanded its scale to three times the original plan. The expansion proceeded so hastily that the workers accidentally redirected the Progenitor Flowers' water source. Fortunately, the construction supervisor discovered an underground river 500 meters below, and used the latest pump system from the Fabiano company to restore a constant supply of water to the "flower bed."

In June of 1969, the Umbrella Africa Research Center was officially established as the front line in the study of the Progenitor Virus. Bailey took office as facility director, and lost no time in sending samples to Marcus at the Umbrella Management Training Facility, hoping for his honored teacher's success. Marcus threw himself into Progenitor research once more, determined to regain the respect he deserved as one of Umbrella's founding members.



Ten years passed. In January 1978, Marcus successfully combined leech DNA with the Progenitor Virus, creating the T-Virus that would become the basis for all B.O.W. development to come. What Marcus didn't know, however, was that this had been Spencer's plan all along. He had manipulated Marcus's desire to prove himself with his research, exploited his bond with Bailey, then waited patiently for his machinations to bear fruit in the form of a new breed of virus.

The T-Virus was perfected in 1988, and with that, Marcus's usefulness came to an end. Spencer sent his right-hand-men, management candidates Albert Wesker and William Birkin, to dispose of him.

Following Marcus's assassination, Spencer restricted research on the Progenitor Virus to its cultivation grounds in Africa, tightly regulating all information about it. In his own words, "when one buries a treasure, one should not leave behind a map." Only a handful of executives with level 10 access even knew the location of the Research Center. Employees transferred from the center were kept under close supervision, and director Bailey himself was a virtual prisoner there for almost thirty years.

Spencer kept the facility's whereabouts such a close secret that even after its closure in 1998, it remained completely untouched until the corporate conglomerate Tricell came in search of it.

THE DESTRUCTION OF RACCOON CITY

Disaster struck Umbrella in July 1998. The T-Virus was unleashed from the Umbrella Management Training Facility in the Arklay Mountains and ran rampant in the forest surrounding Raccoon City. The man responsible for the outbreak was James Marcus. Although assassinated back in 1988, he was brought back from the dead by a leech construct he had created with the T-Virus, and had come to take revenge on Umbrella for stealing his research.

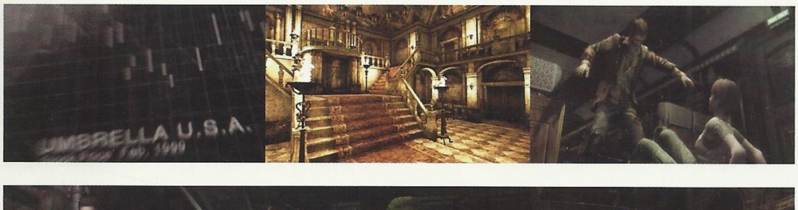
Later, in September of 1998, bugs and small mammals carried a new outbreak of the T-Virus into Raccoon City itself. Its citizens were nearly all transformed into zombies, and the few who remained uninfected were caught in a desperate situation with little hope of escape. The city's law enforcement was destroyed, and when Umbrella sent their own U.B.C.S. (Umbrella Biohazard Countermeasure Service) to look for survivors, they too were eliminated. In the end, the American government was forced to declare martial law in the city.

In October 1998, there could be no further denying the gravity of the situation, and congress approved the "sterilization" of Raccoon City. The military launched a strategic missile into the center of the city, destroying the infected and the virus in one fell swoop. This plan resulted in the successful containment of the outbreak, but many considered the sacrifice of 100,000 lives too high a price to pay.

Following the sterilization, the government promptly ordered a suspension of business decree to Umbrella, whom they deemed responsible for the incident. In protest, Umbrella's president Spencer assembled a top legal defense team and filed a lawsuit against the government. The subsequent "Raccoon Trials" called into question the testimony of the survivors, claiming that the government had coerced them into slandering Umbrella, and that the sterilization plan was a government plot to destroy evidence of their own involvement. Just as Spencer planned, the conspiracy theory took hold.

Nevertheless, as the years went on, Umbrella began to lose ground in the legal battle. The final blow came in 2003 following a biohazard outbreak in Russia's Caucasus region. An anonymous source sent the government classified data from Umbrella's computers proving that they were the ones behind Raccoon City. In spite of all of Spencer's machinations, Umbrella's lawsuit was dismissed.

Umbrella's stock prices plummeted in the wake of the ruling, and consumers lost complete faith in their brand. In the end, the company was forced to declare bankruptcy.



NEWSPAPER ARTICLE ABOUT THE FALL OF UMBRELLA

Domestic Branch of Umbrella to Dissolve

TOKYO, JAPAN: Today, the Japanese branch of multinational corporation Umbrella Pharmaceutical Incorporated announced its dissolution and began liquidating assets. Its parent company declared bankruptcy earlier this week.

Umbrella established its Japanese branch in 1984 for the initial purpose of importing pharmaceuticals developed in America. In 1987, it completed the Umbrella Japan Research Center, which used biotechnology to pursue independent research and pharmaceutical development.

Umbrella's stocks had been on the decline following accusations regarding the 1998 "Raccoon City Tragedy," and the blow to public image has caused its sales to stagnate. With Umbrella recently found liable in numerous lawsuits filed against them in the wake of that same tragedy, the company was forced to declare bankruptcy.

The Japanese branch of the company has been looking for new sources of funding in recent weeks, but received no offers from pharmaceutical or other companies at home or abroad. The decision to close was made in light of this fact.

(Excerpt from a certain newspaper's morning edition, 3/15/2004)

COLLAPSE OF SUBSIDIARY UMBRELLA JAPAN

Memo regarding corporate liquidation (3/14/2004)

This is a memo to inform you of the decision made at the March 10th meeting of the board of directors. We have decided to dissolve our company in the wake of the bankruptcy declared by our parent company, Umbrella.

We recognize the hard work by all of our employees to keep our venture profitable, but with the stagnation of our sales following the 1998 incident in Raccoon City, USA, and our mother company being declared liable in numerous lawsuits, we have deemed it impossible to continue production.

We have been searching diligently for a new parent company to which we might transfer our projects, but our efforts have proved fruitless. We have no choice but to close our doors.

Liquidation of company assets will be handled by Akitaka Igurashi (former Umbrella Japan managing director).

Allow me to take one last time to thank you for all your hard work and support of our company to the end.

Umbrella Japan, Inc.

Managing Director Akitaka Igurashi

T-A.L.O.S. PROJECT

In 1998, Wesker was assigned to the reclamation of the closed Umbrella Management Training Facility, where he learned of the outbreak planned by the revived Marcus. Wesker decided to use the incident to transfer to a rival company. When Umbrella executive Colonel Sergei Vladimir realized that Wesker intended to betray them, he released the creature Ivan, a derivation of the T-103 Tyrant, to destroy him. Wesker caused an explosion in the training facility and slipped away, foiling Sergei's plans.

Sergei decided not to pursue Wesker, opting instead to execute his own classified mission at the Arklay Research Facility. His intention was to recover the T-A.L.O.S. project he had begun there as part of a biological weapons research team, and transfer it to his home country of Russia for completion.

The T-A.L.O.S. project was a plan to augment the T-002 Tyrant, used in the Mansion Incident, into a new generation of biological weapon. The creature, named Talos T-011 after the mythical guardian of Crete, would be controlled by computer and equipped with heavy armor and weapons suitable for taking out tanks and helicopters. Sergei's main priority was the retrieval of this test-type Talos.

While Wesker was using the S.T.A.R.S. team to gather combat data on B.O.W.s, Sergei evacuated all of Umbrella's research data onto the U.M.F.-013 computer, then used the computer's defensive AI, Red Queen, to forbid Wesker access. He then brought Red Queen back with him to Russia to continue Talos development under his strict supervision.

The development itself would take place in a new facility located at an abandoned Soviet-era chemical plant. Umbrella had purchased the facility through a dummy company, then constructed a massive research facility underneath it.

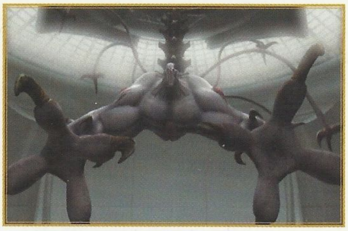
The T-A.L.O.S. Project resumed in this newly-constructed "Umbrella Caucasus Research Facility" as an attempt to earn profits for Umbrella amidst its plummeting stock prices by gaining a foothold in black market B.O.W. sales. Sergei used the samples and data he had recovered from the Arklay Research Facility, and raced towards the project's completion.

Unfortunately for Sergei, these ambitions would come to nothing. They would be crushed once more by the traitor, Wesker.

Wesker had come alone to the Caucasus facility, both to get revenge on Sergei and to further his own goals. Sergei unleashed his bodyguards, the Ivans, but Wesker beat them without breaking a sweat. With no other recourse, Sergei injected himself with the T-Virus, transforming himself into a monster of overwhelming power in a final attempt to crush Wesker.

Wesker, on the other hand, had already given himself superhuman abilities using an improved form of the T-Virus developed by Birkin. The result was an incredible showdown between two superhuman opponents like nothing the world had seen before. When the smoke cleared from the brutal battle, it was Wesker who stood victorious, ending forever Sergei's dreams of reviving Umbrella. It was all in accordance with his philosophy: "The only thing that can defeat power is more power."

Wesker recovered his access to the U.M.F.-013 and stole the Umbrella Archive, a collection of all the data amassed by Umbrella over the years. He then deleted all backups of U.M.F.-013's data, and with his usual air of calm, left the research facility behind.



RED QUEEN

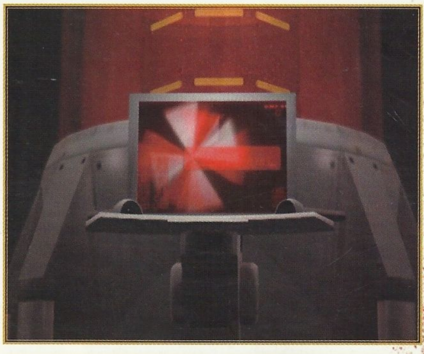
The Red Queen was a defensive AI residing in the Umbrella supercomputer U.M.F.-013. It typically performed its duties deep inside the company's worldwide network, but during emergencies it would take an active role, executing physical or cyber-attacks to protect its systems and data. Its primary defense objectives are:

1. The regulation of Umbrella facilities and financial assets.

2. The protection of Umbrella executives.

The Red Queen was also able to remotely control the prototype Talos Tyrant, thanks to a computer chip implanted in its brain by Umbrella executive Sergei.

U.M.F.-013 was the thirteenth supercomputer in the Raccoon City underground shelter. Its mainframe housed a backup of all of Umbrella's accumulated data, known as the "Umbrella Archive." The data contained in this archive was so extensive that it was said that as long as a backup still existed, the revival of Umbrella was still theoretically possible.



THE UNITED STATES SECRET SERVICE

After the destruction of Raccoon City, towns hundreds of miles away continued to hold yearly memorial services in September to grieve for the victims. Congress continued its investigations into ground zero, but civilians were still not permitted to come near. Time passed, but nothing could quiet the national mourning.

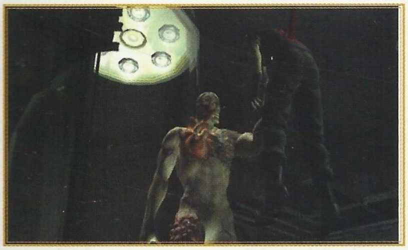
The fall of Umbrella should have ended it. Ironically, it only triggered a greater worldwide catastrophe.

When Umbrella received its suspension of business decree, the company's former employees and researchers compensated by selling viruses and B.O.W.s on the black market. Dictators, guerrillas, terrorists – unsavory elements across the globe bought up Umbrella's demons, and used them to execute their own bioterror attacks.

In order to control the burgeoning threat of bioterror, the world needed people with flexibility and experience in fighting B.O.W.s. The survivors of the Raccoon City tragedy possessed those traits, and many quickly joined the worldwide fight. Among these was Leon S. Kennedy, first caught up in the incident on his first day on the Raccoon City police force.

His superior survival skills in escaping Raccoon City led to his being scouted by the U.S. government, who placed him in the training program for the United States Secret Service, operating directly under the president. As an agent, he was to take on secret missions on the directive of the White House, as well as lend expertise to large-scale military operations dealing with bioterror plots.

Agents acting on the President's order are always provided with an operator, who contacts the agent through a portable terminal and functions as his communications intermediary and support. The operator's presence is also a precaution: in the event that an agent fails in a mission, it is easier to cover up the fact that he was acting under the president's order.



OPERATION JAVIER

In 2002, U.S. Agent Leon was sent to a small South American country on a mission. He and his partner, US SOCOM Jack Krauser, had been sent to track down Javier Hidalgo, an infamous drug lord behind the criminal organization the "Sacred Snakes." The two were officially investigating rumors that Javier had been in touch with a former Umbrella researcher, but Leon's greater mission was the president's own Anti-Viral Weapon Protocol 7600: the eradication of all viruses produced by Umbrella. In order to achieve that goal, he had to learn about the channels through which the viruses were being passed.

Leon and Krauser arrived in the village of Mixcoatl to meet with their guide to the mansion, only to discover that the villagers had been turned into zombies by the T-Virus. This confirmed their suspicions that Javier had been buying B.O.W.s on the black market. Even more shocking, Leon soon learned that Javier had injected his daughter Manuela with the T-Veronica Virus developed at Umbrella's Antarctic Base.

Javier had bought the T-Virus back in 1991, after his beloved wife Hilda contracted an endemic disease. He injected her with it, knowing that its chance of succeeding was one in a million. Javier's gamble failed, and rather than curing her of her illness, the virus turned her into a monster.

Ten years later, his daughter Manuela came down with the same disease. The despondent Javier bought a new virus known as T-Veronica from a black market trader, and injected it into his daughter in the hope that it would cure her.

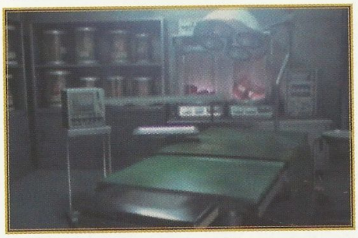
Leon knew all about T-Veronica; he had heard about it from Claire Redfield, who had witnessed it in action in the Antarctic Base. His mind raced. Who could have sold the T-Veronica to Javier? At the least, the timeline made it unlikely the black market dealer was the same Umbrella researcher rumored to be in contact with Javier now...

More importantly, though, was the question of how Manuela had survived the virus unchanged. Leon knew that the injection of the T-Veronica causes an extreme autoimmune response inside the body, resulting in severe brain damage. To circumvent this issue, the virus's developer, Alexia Ashford, concluded that the body's temperature must be cooled to allow the virus to adapt over a fifteen year period. Obviously, this could not have been the case with Manuela; so, how did she survive?

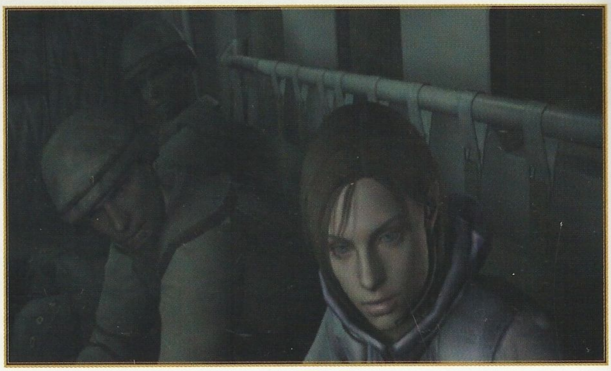
The answer lay with Javier. He had borrowed a hint from prehistoric religions, and performed constant organ transplants on his daughter to keep the T-Veronica at bay. He kidnapped girls from the nearby village to supply the surgeries, killing at least fifty to harvest their organs. When Manuela learned what he had done, she resolved that she didn't want to live if it meant that others had to die.

Javier's mad scheme was fueled by a twisted love for his daughter. He injected himself with the T-Veronica to turn himself into the giant monster, V-Complex, and attempted to devour her so they would never be apart. He lost control of the virus, however, and went berserk instead. Manuela unlocked the power of the T-Veronica and supported Leon and Krauser as they beat her father back. After the battle, the U.S. government took Manuela into custody and placed her under strict supervision. The Sacred Snakes disbanded, and the threat of T-Veronica vanished into the ether.

What Leon didn't know was that the entire sequence of events had been orchestrated by Wesker from the beginning.



PRIVATE REGIONAL BIOHAZARD CONTAINMENT UNIT



OPERATION T-A.L.O.S.

Four years after the destruction of Raccoon City, former S.T.A.R.S. members Chris Redfield and Jill Valentine joined the Private Regional Biohazard Containment Unit (B.C.U.), a civilian organization sworn to oppose bioterror in all corners of the globe. Unlike Umbrella's biohazard containment unit, the U.B.C.S. – whose true mission was to gather data in biohazard outbreak zones – the B.C.U.'s goal was the complete eradication of all bioterror. It was made up of a small team of elite civilians packing military-grade weaponry.

In February 2003, the B.C.U. received a report that Umbrella's Russian branch was developing a new type of B.O.W., and Chris and Jill joined the operation to stop them. The small unit descended on the facility in two Mil Mi-24 attack helicopters, planning to infiltrate the research center and destroy the new B.O.W. This operation was later referred to as Operation T-A.L.O.S.

On the day of the operation, Chris and Jill arrived at the location, only to discover that a biohazard had broken out on level four of the research facility, killing 90% of the researchers there. It was the worst case scenario: The chance of survival in the infected atmosphere was less than 2%.

The facility had been built to develop the humanoid B.O.W. "Talos," a new type of Tyrant controlled remotely via computer. It was a very different concept from the Nemesis T-Type, which used a Nemesis parasite to bestow intelligence on a mass-produced Tyrant body. The project's director was an Umbrella executive in Spencer's inner circle, Colonel Sergei Vladimir. Chris and Jill knew that if they could defeat him, they would be nipping Umbrella's resurrection in the bud

Ironically, Wesker had showed up at the same time for exactly that purpose. He succeeded in killing Sergei, and made off with the Umbrella data stored in the U.M.F.-013 computer.

Fortunately, the ends were the same either way. That same year, Wesker leaked the data he had acquired to the government, which lead directly to Umbrella's loss in the Raccoon Trials. Five years after the Mansion Incident, Umbrella was officially dead.

Chris and Jill had accomplished their first objective – the fall of Umbrella – but the real battle was still to come. Spencer, the man behind everything, had disappeared, and needed to be brought to justice – as did their mortal enemy, Wesker.

BSAA

THE BIRTH OF THE BSAA

The fall of Umbrella gave birth to the rise of worldwide bioterror. Fearing that they would be held accountable for the new catastrophe, the Global Pharmaceutical Consortum pooled their resources to form the anti-bioterror unit, the BSAA (Bioterrorism Security Assessment Alliance). The organization had eleven members at the time of its founding. Chris and Jill, their skills honed from their time with the B.C.U., were among these honored "Original Eleven."

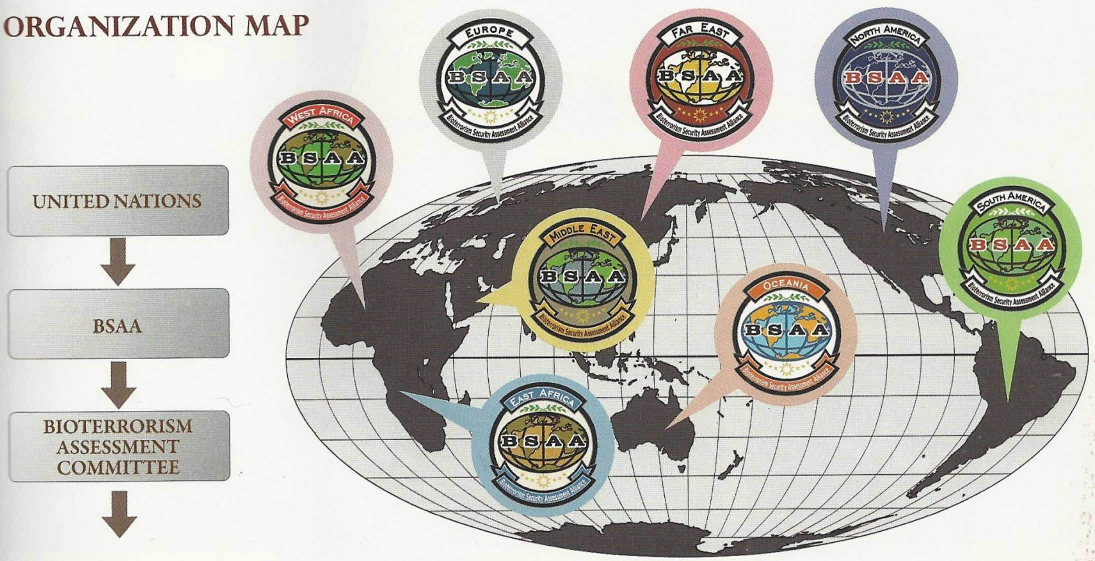
When they were first formed, the BSAA was a civilian organization limited to the role of observers in anti-terror actions by army and police units around the globe. However, as the threat of bioterror grew, it was clear that they needed greater flexibility. Eventually, they were reorganized as a true special forces unit under the U.N.'s jurisdiction.

As a public body, they now had the authority in sovereign nations to use force when conducting investigations and making arrests. They had full authority to act within the seventy percent of U.N. member nations that ratified their formation, and the remaining countries authorized their presence on a conditional basis.

Though the BSAA is under the direct control of the U.N., its member nations do not provide all the funding necessary to keep it running. As a result, the modern BSAA still relies on donations from the Global Pharmaceutical Consortium. Many criticisms have been leveled at the BSAA due to the conflict of interest created by this status quo.

The BSAA is managed by the Bioterrorism Assessment Committee, established by the European Headquarters and housed in England to be the organization's decision-making body. The committee gives directives to each of the organization's eight worldwide branches, which cover nearly all regions of the world. Each branch has its own headquarters close to a hub airport or military air base, allowing them to dispatch a unit into any area within their jurisdiction in under 12 hours. Depending on the circumstance, several branches might even collaborate on a mission in the same region.

ORGANIZATION MAP



EUROPEAN BRANCH: Europe, including western Russian

SOUTH AMERICAN BRANCH: The entire South American continent

FAR EAST BRANCH: The region of Asia east of India, including eastern Russia

MIDDLE EAST BRANCH: The middle east including parts of Africa

WEST AFRICAN BRANCH: The western half of the African continent

OCEANIAN BRANCH(*): The Oceanian region, centering around Australia

NORTH AMERICAN BRANCH: The entire North American continent

EAST AFRICAN BRANCH: The eastern half of the African continent

*Antarctica, home to the Umbrella Antarctic Research Facility, is also under the jurisdiction of the Oceanian Branch.

THE STRUCTURE OF THE BSAA

There are two types of operatives in the BSAA: SOU (Special Operations Units) which operate in teams, and SOA (Special Operations Agents) which typically operate in two-man cells.

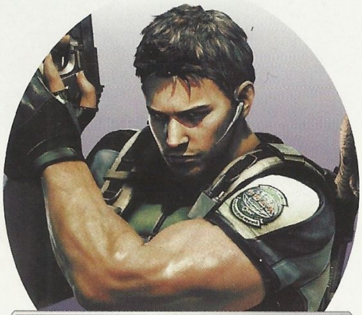
SOU are usually made up of combat professionals sanctioned to infiltrate an area, engage in combat, and subdue offenders. Many SOU come from the special units of their respective nation's law enforcement bodies, or have previous military experience themselves. They're usually broken up into teams of twelve. The makeup of these teams is flexible; depending on the mission, they can be broken up into three teams of four, or mixed with other teams for a more diverse range of abilities.

SOA are specialists, used for investigations and espionage, and are often referred to simply as "Agents." Agents are chosen not only for their skill, but also for their psychological suitability and adaptability in all situations. Some agents, such as Chris, are given Level 10 clearance, which grants them the right to aid in missions executed in any BSAA branch.

In 2009, the BSAA held a joint operation between the West African and North American branches in the Kijuju Autonomous Zone. The SOA for the mission were North American Branch agent Chris and West African Branch agent Sheva Alomar, who formed a two-man cell known as Bravo Team. The SOU consisted of Alpha Team on point, led by Dan DeChant, and Delta Team on backup, led by Josh Stone. The large-scale operation also included aerial support from Kirk Mathison, driving support from Dave Johnson, and pre-mission infiltration from agent Reynard Fisher.

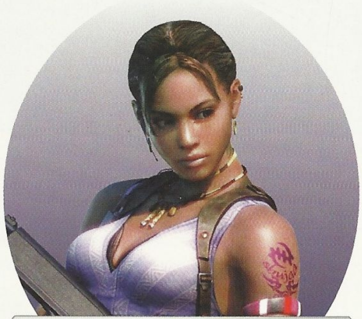
JILL VALENTINE

Age: 33 (*If still alive)
Affiliation: NA Branch
Position: SOA (Special Operations Agent)
Experience: S.T.A.R.S. (Raccoon City special forces unit)
Private Regional Biohazard Containment Unit
*Pronounced dead on November 23, 2006



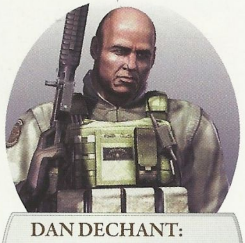
CHRIS REDFIELD

Age: 35
Affiliation: NA Branch
Position: SOA (Special Operations Agent)
Experience: U.S. Air Force
S.T.A.R.S. (Raccoon City special forces unit)
Private Regional Biohazard Containment Unit



SHEVA ALOMAR

Age: 23
Affiliation: West African Branch
Position: SOA (Special Operations Agent)
Experience: Classified due to protection program



DAN DECHANT:

Age: 53
Affiliation: West African Branch
Position: SOU
(Special Operations Unit)

JOSH STONE

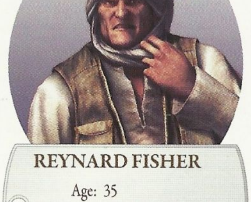
Age: 35
Affiliation: West African Branch
Position: SOU
(Special Operations Unit)

DAVE JOHNSON

Age: 27
Affiliation: West African Branch
Position: SOU
(Special Operations Unit)

KIRK MATHISON

Age: 28
Affiliation: West African Branch
Position: Helicopter Pilot



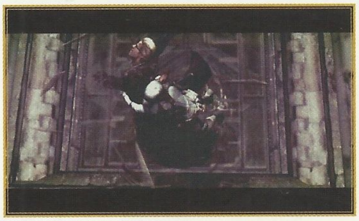
REYNARD FISHER

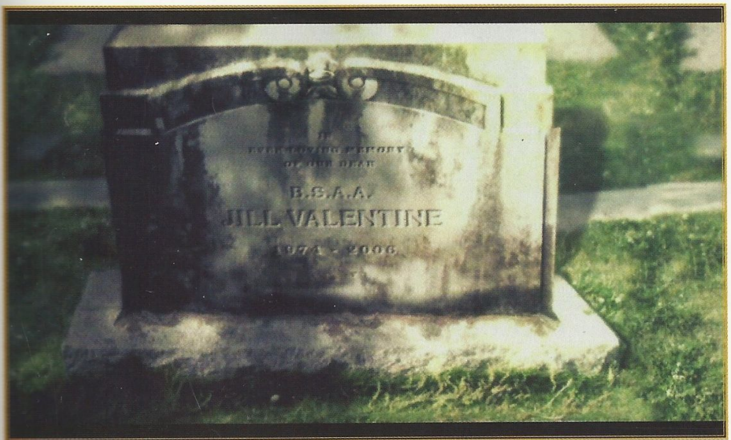
Age: 35
Affiliation: West African Branch
Position: Secret Agent

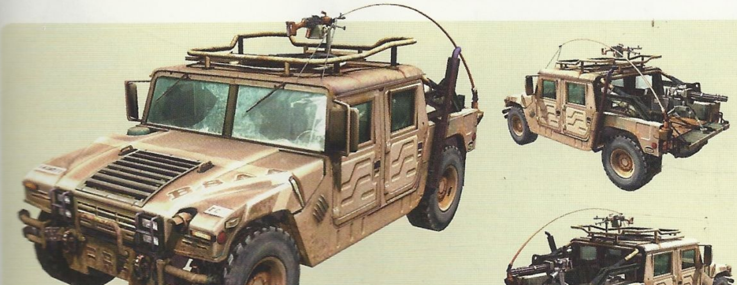
JILL'S DEATH

After the Mansion Incident, Chris and Jill left S.T.A.R.S. and joined up with the Private Regional Biohazard Containment Unit in the global fight against bioterror. They traveled the world on various missions, then became agents with the North American Branch of the newly-formed BSAA. Their wealth of experience in bioterror incidents gave them the knowledge they needed to participate as observers in various anti-terrorist operations. As members of the "Original Eleven," their skills were in great demand, and the members of their units trusted them greatly.

Tragedy struck in August 2006 when the duo infiltrated Spencer's mansion, hoping to arrest him and finally close the book on the destruction of Raccoon City. The old estate inspired flashbacks to the original Mansion Incident, and they eventually made their way through it to Spencer's study, only to find Wesker waiting for them there. Chris and Jill worked together to face him, but Wesker's superhuman power was too much for them to handle. Jill sacrificed her life to save Chris, grabbing Wesker and dragging him off the cliff to the rocks below. Wesker and Jill's bodies were never found, and after a three month investigation, the BSAA had no choice but to declare Jill dead in the line of duty.







HMMWV "GAMBIT"

A four wheel drive all-terrain vehicle, used to transport the BSAA's SOU. It can carry up to six soldiers at a time. A highly versatile machine, its weapons and armaments can be changed to suit the mission and environment it's used in. Variations include a snorkel-equipped truck bed, a covered truck bed, and a smoke discharger. The vehicle's superior durability and horsepower make it well-suited to anti-bioterror activities in even the most extreme climates. During the incident in the Kijuju Autnomous Zone, former international rally car champ Dave Johnson used the vehicle to showcase his incredible driving skill on the unpaved roads of the savanna.

THE CULT OF LOS ILLUMINADOS

THE KIDNAPPING OF THE PRESIDENT'S DAUGHTER

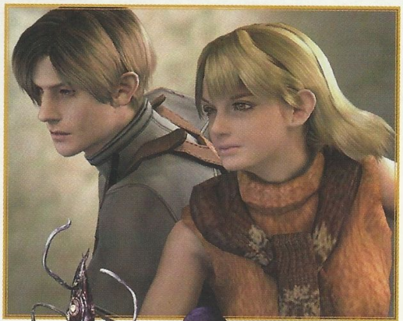
In 2004, Leon was given his latest assignment as a U.S. Agent: bodyguard to the President's daughter, Ashley Graham. The government had analyzed his experience, mental state, and experiences in detail, and judged him a suitable bodyguard for a VIP of her caliber.

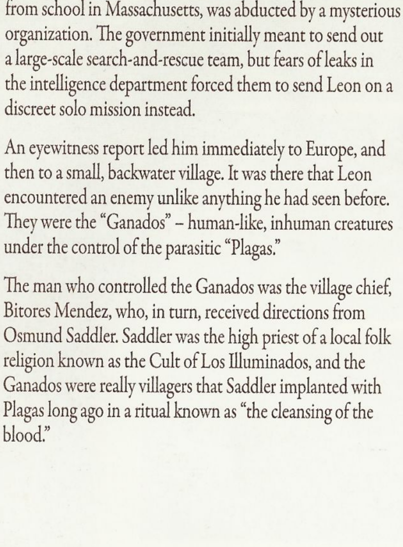
Leon had just finished his special training and was about to begin the assignment, when Ashley, on her way back home from school in Massachusetts, was abducted by a mysterious organization. The government initially meant to send out a large-scale search-and-rescue team, but fears of leaks in the intelligence department forced them to send Leon on a discreet solo mission instead.

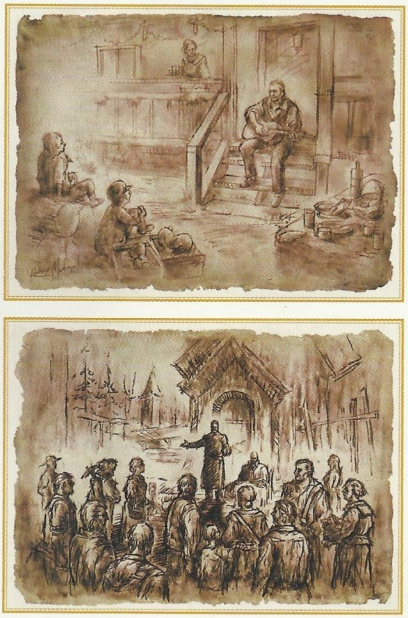
An eyewitness report led him immediately to Europe, and then to a small, backwater village. It was there that Leon encountered an enemy unlike anything he had seen before. They were the "Ganados" – human-like, inhuman creatures under the control of the parasitic "Plagas."

The man who controlled the Ganados was the village chief, Bitores Mendez, who, in turn, received directions from Osmund Saddler. Saddler was the high priest of a local folk religion known as the Cult of Los Illuminados, and the Ganados were really villagers that Saddler implanted with Plagas long ago in a ritual known as "the cleansing of the blood."

Saddler's aim was to take control of the world by spreading his cult's influence into every sector of public and private life. The legislatures, the courts, the military, big business – he wished to "cleanse" each of them in turn, beginning with the leadership of the American empire.







HOUSE OF SALAZAR

The town of Pueblo, now a nest for Ganados, had once been a tranquil farming village. The villagers were happy and peaceful, and celebrated their prosperity with a yearly harvest festival.

Their happiness was the result of the vigilance of the local authorities, the Salazar castellans, in keeping the Los Illuminados cult at bay. That protection was broken, however, when Saddler manipulated the young eighth castellan, Ramon Salazar, into turning the village over to him. Ramon was completely devoted to Saddler, and unsealed the Plagas from beneath Salazar castle to return them to him. Saddler quickly injected the village chief, Bitores Mendez – a former priest himself – with Las Plagas, and used him to "cleanse" the other villagers, turning them into puppets under his control.

Ramon was a true believer in the cult's faith, and felt ashamed of the "sin" his kinsmen had committed over the hundreds of years in which they persecuted the cult. In the end, though, there is no question that the true sin was Ramon's: for returning the Plagas back to the cult, and consigning the once-peaceful villagers to a living hell.

LAS PLAGAS

CHARACTERISTICS OF LAS PLAGAS

"Las Plagas" was the name given to the parasites sealed beneath the Salazar family castle. The first castellan had placed them there for fear that Los Illuminados might abuse them in their vile "missionary work." There they remained for centuries, until they were at last excavated by the eighth castellan, Ramon Salazar. The mature Plagas had fossilized by the time Ramon broke the seal, but the larval Plagas had gone into stasis, preserved in a spore-like form.

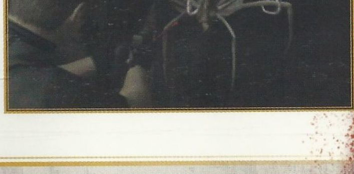
After some time passed, the townspeople that participated in the excavation began suffering convulsions, and from there, turned into violent savages. It soon became clear that this behavior was caused by the spores they had inhaled during the excavation, which were now reviving inside their bodies. Las Plagas were finally, truly reborn.

Plagas enter a human body in the egg stage, then grow to maturity while fusing with the central nervous system, which allows them to control the host's actions. If infected with a type of Plaga known as a subordinate Plaga, the host loses its independent will, and can then be controlled by a human infected with another type of Plaga known as a control Plaga. The former remain on alert until receiving a command signal from the latter.

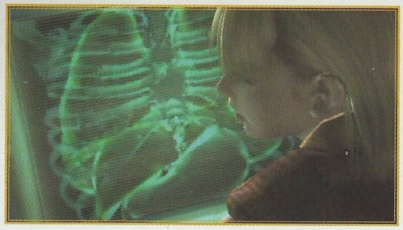
Leon himself described the behavior of these parasite-infected humans in the "Kennedy Report," where he referred to them by the name "Ganados," the Spanish word for "cattle." Humans who have become Ganados do maintain some of their reasoning abilities, and are capable of communicating through speech, and using tools and weapons. They are also capable of group tactics, and individual Ganados maintain the skills they possessed prior to infection.

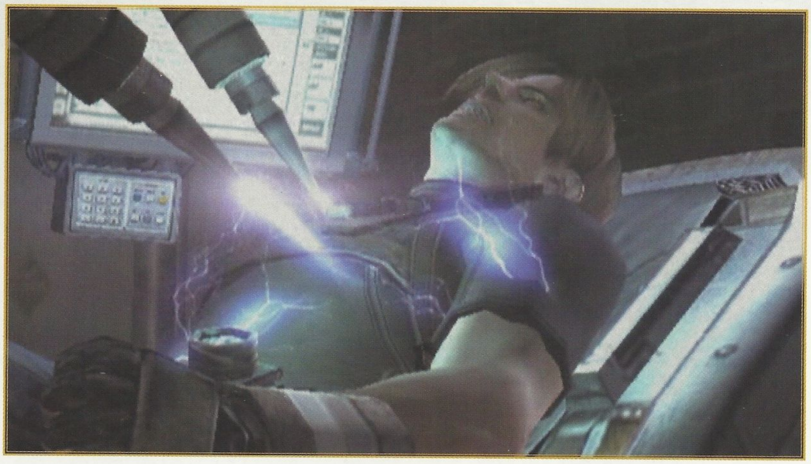
Las Plagas are social organisms with a communal intelligence similar to ants or bees; an extremely rare trait among parasites. They infect a wide variety of life forms, and their social relationship even maintains over various infected species. The cult took advantage of this to conduct Plaga compatibility experiments with other species to create monsters such as the Novistadors and the U-3.

To learn more about Las Plagas, the cult's researcher, Luis Sera, studied the precedent of other parasites that control their hosts. He discussed three of note: The Dicrocoelium, which as a larva controls the actions of an ant through manipulation of its sub-esophageal ganglion; the Galactosomum, which makes its home in the brain of a fish such as the yellowtail and parrot bass; and the Leucochloridium, which propagates itself through the manipulation of the tentacle of a snail.



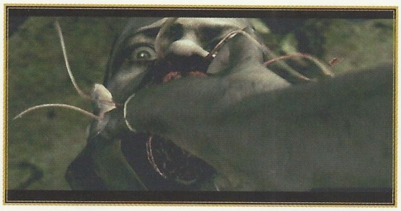
REMOVING LAS PLAGAS

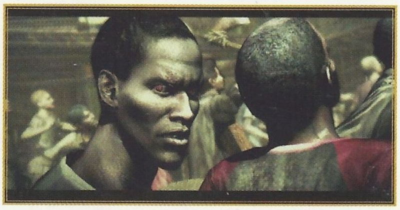




The original Plagas discovered in Europe infect a human while in the egg stage, then control the host through manipulation of its nervous system. While in the egg stage, the Plaga can be purged easily with medicine, but after it hatches, removal becomes far more difficult. An immature Plaga can theoretically be removed with surgery, but the probability of death is extremely high.

A more efficient method is to kill the Plaga with a special kind of radiation sent directly into the body, but this method is not without risk, either. Since the Plaga is connected to the central nervous system, killing it is extremely painful for the host, and there is a chance of impaired consciousness. Moreover, if the Plaga has already reached maturity, the host may die from the treatment. With these matters aside, however, the method is a reliable way of purging Las Plagas from the body, and after the removal the person's will is completely restored with no further side effects.





EVOLVED PLAGAS

Streamlined forms of Plagas have been created through genetic engineering to make more effective weapons. One such form is the Type 2 Plagas, which were developed in secret by Tricell Pharmaceuticals, Inc.

The primary improvement made to Type 2 Plagas is in the time required for the Plaga to take control of the nervous system. Standard Plagas must be injected in the egg stage, and can take hours to reach maturity and take control of the host. Type 2 Plagas, however, are administered to the host while already in a mature state, making the control almost instantaneous.

Type 2 Plagas are forced directly into the mouth of the potential host, where they tear through the esophagus to control first the medula oblongata, then the brain proper and the spinal cord. This process takes less than ten seconds to complete.

After infection by a Type 2 Plaga, the host's intelligence and physical abilities remain roughly the same as they were before infection. They are very similar to standard Plagas in this respect, but differ in one very important way: they are highly aggressive in propagating themselves among new hosts. It is appropriate that the bio-weapon dealers who sell Type 2 Plagas call the humans infected by them "Majini," which means "evil spirit" in Swahili.

Following the final tests of Type 2 Plagas in Africa's Kijuju Autonomous Zone, Tricell created a further improved form of Plaga, hoping to bestow the host with enhanced physical abilities to create the perfect soldier. This new type of Plaga was created by splicing a gene from a dead control Plaga into a subordinate Plaga. They were known as Type 3 Plagas.

The new breed brought with it its own set of challenges. For one, the compatibility was low: There was a 92% adherence rate among grown males – roughly the same as a standard Plaga – but a 0% adherence rate among women and children. Another problem was the change of outward appearance it inspired in the subjects, with some growing to 3 meters in height. This was a far cry from the "side effect-free" super soldiers that they wanted, and they attributed the failure to be the over-dominance of the control Plaga gene.

The tests were not without merit, however, as test subjects did show extreme increases in their jumping ability. The tests were deemed within the realm of acceptability and preparations were made to proceed to the next stage.

THE THIRD ORGANIZATION

THE SPY

When Leon came to the European village of Pueblo to search for the kidnapped Ashley, he was not the only stranger there. Someone else had come to the village searching for something; her name was Ada Wong.

Ada was a spy. Years prior, she had infiltrated Raccoon City in its final days to steal a sample of the G-Virus from Umbrella's underground research facility. She happened to meet Leon in the course of her mission, feeding him the story that she was a civilian searching for her lover, to cover her real purpose. At first, she used Leon as a means to an end, but eventually found herself charmed by his earnestness, and a bond began to form between them. Ada eventually did find the G-Virus sample, but ended up taking a mortal blow to protect Leon. On the verge of death, she was saved by Wesker.

Six years later, Wesker invited Ada to join the "Third Organization," from which she began her covert operations once more under his orders. This time, her objective was to obtain a sample of a "Control Plaga." Ada intercepted an email sent from cult researcher Luis to an old college friend, and learned that he was looking for a way out of the cult.

Ada offered Luis protection in exchange for the sample, and Luis agreed. In the course of her attempt to rendezvous with him, however, Ada caught sight of Leon, who was there on his own investigation. Seeing him there caused Ada to deviate from her mission, earning her severe rebuke from Wesker. He ordered her to kill Leon, encouraging her to "eliminate the distraction."

Ada's plans were thrown wildly off course when Luis was killed by Saddler, and the sample passed back into the hands of the cult. The situation soon became more chaotic, with the man Jack Krauser playing the Los Illuminados and the Third Organization off each other to his own purposes.

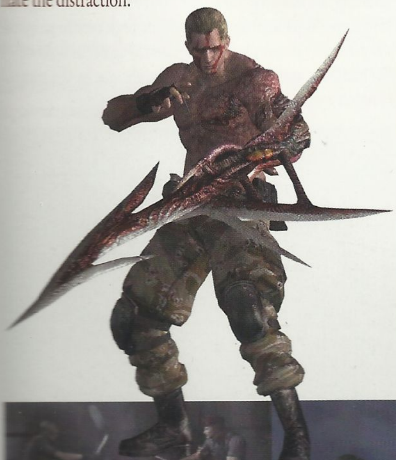
Krauser was looking for a way to break free of the limits of the human body and become the ultimate warrior. His ambition had begun in 2002, when his left arm was badly injured during Operation Javier, which he participated in with Leon. It was then, too, that he witnessed the power Umbrella's viruses had to offer. Following the incident, he faked his own death and got in contact with Wesker, but his joining the Third Organization was merely a stepping stone in the realization of this ambition.

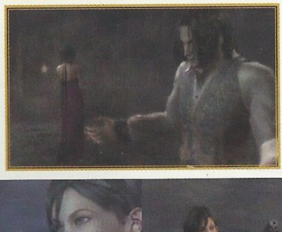
Ada used the confusion to her advantage, turning her back on Wesker's orders and working to achieve her own goals. Sometimes manipulating Leon, sometimes supporting him... it was just like their time together in Raccoon City six years earlier. She defeated Krauser, who was ordered by Wesker to kill Leon, then went after high priest Saddler to obtain the control Plaga. Saddler activated the control Plaga inside himself and transformed, but he was no match for the perfect team of Leon and Ada.

After Saddler's defeat, Ada stole the control Plaga sample from Leon, promising she would "take good care of it." She then left the island before it blew up. Leon also managed to escape the island, with Ashley in tow.

Ada betrayed the Third Organization, however, and left Wesker with a mere subordinate Plaga sample. She had been a double-agent all along, acting under another organization's orders while only pretending to serve Wesker. It was this other organization to which she gave the real control Plaga sample.

Wesker was disappointed – if not entirely shocked – by Ada's betrayal. In the end, he obtained a control Plaga sample through other means, then started researching it in the name of his own ends.





WILPHARMA

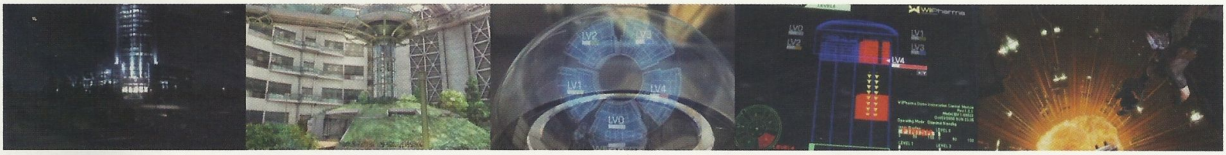
HARVARDVILLE RESEARCH FACILITY

After the fall of Umbrella in 2003, another company rose to take its place in the pharmaceutical world. That company was WilPharma, headquartered in the Midwest American factory town of Harvardville. The headquarters itself was located in a mountainous region some distance away from the city's residential zones, and housed office buildings alongside an expansive research facility.

The core of the research facility was the Air Dome, which supported its round roof through differences in air pressure between the structure's interior and exterior. At the center of the dome was a large garden meant for the relaxation of the researchers; the labs were set facing this garden. A narrow central elevator extended from the center of the garden to the Air Dome's roof, with hallways branching outward on each floor to convey the researchers to their laboratories and offices.

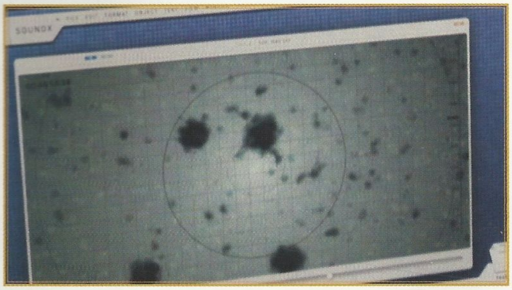
The viral research laboratories were divided among four levels of the facility, with ascending levels indicating increased danger. Offices and meeting rooms were located on the harmless Level 0.

The laboratory's unique shape was designed with safety in mind, and allowed for the quick isolation of a biohazard outbreak on the premises. In the event of an emergency, the garden block would unlock, and plummet into a deep chasm below. Each subsequent section would then follow, leaving the entire facility and the biohazard itself sealed 300 meters underground.



T-VACCINE DEVELOPMENT

In response to the use of the T-Virus in incidents of bioterror, WilPharma embarked on a top-secret project to develop a vaccine to prevent the zombification process. The man at the center of the project was WilPharma's head researcher, Frederic Downing. A former Umbrella researcher himself, and fled Raccoon City with samples of the T-Virus and the G-Virus just before its destruction. He erased his past, but used his knowledge to ensure a position with WilPharma. In other words, it was the intimate knowledge of a T-Virus researcher that made the vaccine's creation possible.



Frederic knew he couldn't sell the virus without the vaccine to accompany it, and had the idea of holding a demonstration in order to prove the vaccine's effectiveness. In 2002, he became a black market dealer, and contacted General Grande, a sponsor of terror operations in India. He sold the T-Virus to Grande, leading immediately to a bioterror incident.

The American government, well aware of the T-Virus's capabilities in the wake of the Raccoon City tragedy, decided to administer WilPharma's in-development t-Vaccine to aid to the Indian authorities. By administering it to neighboring regions, they were able to minimize the spread of the infection.

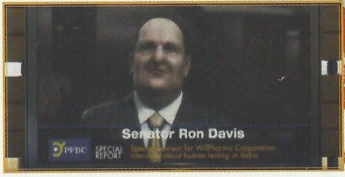
In this way, WilPharma won the trust of the American Government. They continued clinical trials of the vaccine in India, where labor costs were cheaper and they could guarantee an abundance of human resources. The trials were not without sacrifice, but the U.S. government overlooked this, and the vaccine's development was completed by 2005. After that, it had only to await federal approval.

With the t-Vaccine completed Frederic decided to hold a G-Virus demonstration for General Grande; the site would be WilPharma's own research facility in Harvardville. Frederic underestimated the power of the G-Virus, however, and his own identity ended up being revealed in the aftermath of G's rampage. His own greed was his undoing; he was arrested by the police just on the verge of his escape. WilPharma's stocks, riding high on the news of the t-Vaccine development, plummeted again in light of the incident, and they were soon bought out by the mega-conglomerate, Tricell.

POLITICAL COLLUSION

WilPharma's move to Harvardville was largely at the behest of Ron Davis, a local senator who had long been in bed with the company. He served as a special adviser to WilPharma and was one of their biggest stockholders, which caused him to be accused often in the media of suspected insider trading.

Davis's connection to WilPharma was something much deeper, though: They were connected by the T-Virus. In 1998, Davis was one of the members of the Senate special committee that proposed the plan to sterilize Raccoon City, and he voted in its favor to help cover up evidence of collusion between Umbrella and the government. With Umbrella dissolved, WilPharma took their place at the top of the pharmaceutical world, and Davis immediately transferred his loyalties to them. He encouraged the government to approve the illegal clinical trials in India, viewing the situation as a "necessary evil."



TERRA-SAVE

Senator Davis was able to gain approval for the WilPharma research laboratory in Harvardville, spinning the idea as a stimulus plan to the locals, and using his powerful influence in Washington to get it passed.

While everything seemed to be going Davis's way, however, there was one voice speaking out against the move. That voice came from the NGO Terra-Save, a non-profit organization that sought to aid victims of bioterror and unlawful pharmaceutical testing. They counted among their members Claire Redfield, who had lived through the terror at Rockfort Island in 1998.

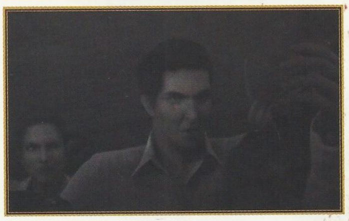
Terra-Save's activities mainly took the form of demonstrations and protests published on their home page, but when the move to Harvardville was formalized in 2002, one member of Terra-Save mounted an aggressive information campaign against WilPharma. He was soon arrested for obstruction of business practices and extortion. It caused a major scandal for the group, who immediately cut ties with the man.

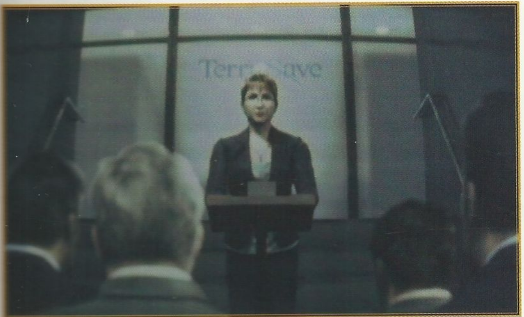
The man was a doctor named Curtis Miller, who began his campaign against pharmaceutical companies and the government after losing his wife and child in Raccoon City. After he was expelled from Terra-Save, WilPharma continued their business undisturbed, and within three years their facility was complete.

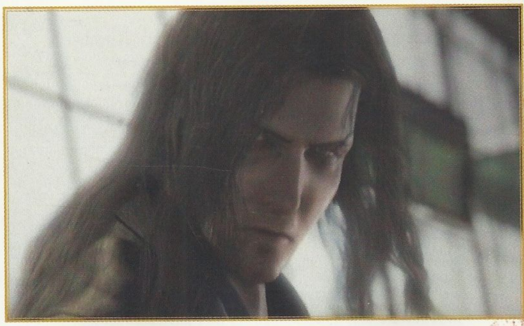
Terra-Save continued its protest nevertheless, and began publishing photos of WilPharma's clinical trials in India on their home page. They warned that if the American Government did not immediately begin investigations into WilPharma's activities, they would sue them in International Criminal Court. WilPharma's stock took a nosedive in the face of the accusations, and the government began to hesitate about approving the t-Vaccine. As a compromise, WilPharma donated their supplies of the T-Vaccine to the Strategic National Stockpile.

Senator Davis attempted to deflect criticism by focusing on the opening of the National Pharmaceutical Conference in Harvardville. When he arrived in the airport to attend the conference, however, a letter of responsibility arrived from an anonymous terrorist, addressed to the American government. The letter demanded that the President himself make public the truth behind the destruction of Raccoon City. If that demand was not met, the terrorist would unleash the T-Virus at sites all around America.

The government took the threat seriously, and the President sent his most trusted man, Agent Leon S. Kennedy, to mount an investigation. With the threat of bioterror getting worse, Leon worked with Claire, who happened to be in the area for the protest, and together they mounted an investigation, eventually singling out Curtis Miller as the man responsible for the terrorist strike.







TRICELL

THE ORIGINS OF TRICELL

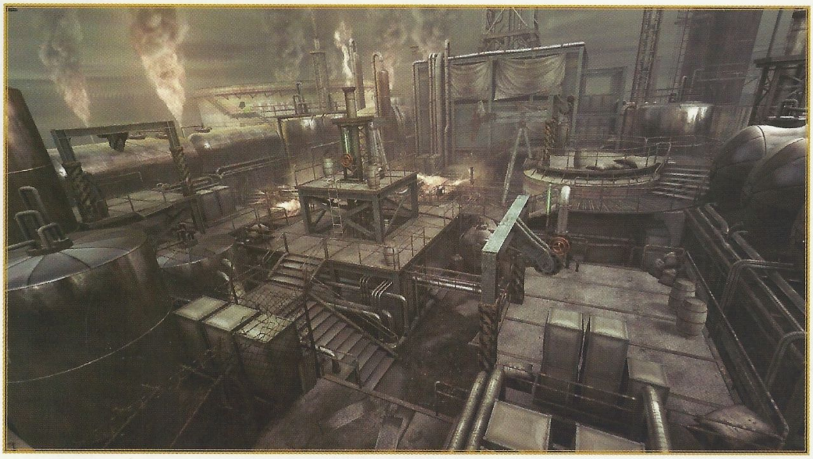
Tricell is a corporate conglomerate made up of three divisions: shipping, natural resource development, and pharmaceuticals. The company's roots were in the Age of Exploration, when a wealthy European merchant, Thomas Travis, founded the overseas shipping company known as Travis Trading. The company earned massive profits by trading in Asia. This business eventually became the basis for the company's modern shipping division.

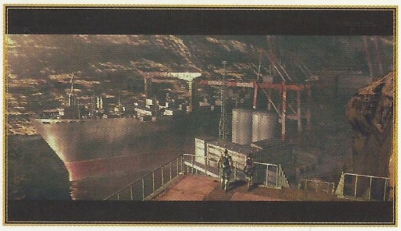
In the middle of the 19th century, Travis Trading began exploiting the natural resources of Africa, using the discoveries recorded in the Survey of Natural History by the seventh and youngest son of the Travis Family, Henry Travis. They mined rare minerals, oil, and natural gas in various places throughout the continent. This industry became the basis for their natural resource development division.

Toward the middle of the 20th century, Travis Trading began earnestly harvesting plants, animals, bugs, and other life forms from Africa, once again based on the information found in the Survey of Natural History. From this they formed a burgeoning medicinal industry, which grew to become their pharmaceutical division in the modern day.

These three main divisions were finalized in the 1960s, and it was then that Travis Trading changed its name to "Tricell." The name reflected their status as a major worldwide corporation, combining the resources and profits of its three independent entities.

Tricell joined the Global Pharmaceutical Consortium, and invested enough money into the founding of the BSAA to earn a seat on its board of directors. Tricell's pharmaceutical branch became a major contributor to the modern BSAA, and wields considerable pressure over the organization's headquarters.





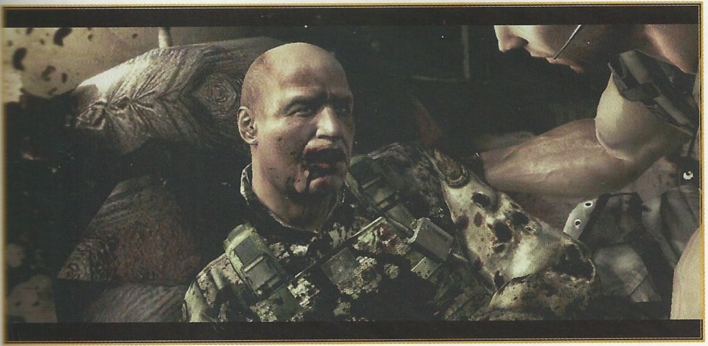
THE BUSINESS OF BIOLOGICAL WEAPONS

Tricell's Ricardo Irving lived a public life as director of the the natural resource development division's oil fields in Africa, and a private life as a black market B.O.W. merchant. He used Africa as the staging grounds for B.O.W. demonstrations, which doubled as practical use experiments, and thus was one of the few people who knew the full extent of Tricell's biological weapon business.

The massive profits he made in his black market deals were used to fund further biological weapons development within the African Branch. It is thought that Irving was registered with the natural resources development division rather than the pharmaceuticals to hide his connection to Tricell from the BSAA.

In 2009, just before Irving began circulating the improved Type 2 and Type 3 Plagas on the black market, he held a new demonstration of the product's suitability. He administered the new Type 3 Plagas to the native people of the marshlands around his oil field, the Ndipaya Tribe, telling them it was a simple inoculation against a local illness. The women and children immediately died, while the men lost their reason, became stronger and more aggressive, and over time, transformed into monsters.

The Type 2 Plagas were also tested in the Kijuju Autonomous Zone on three data points: infection rate, control, and fighting potential. Irving began the experiment with primary injections to ten test subjects, then monitored the rate of transmission from there. The subjects were observed to see how well their aggression could be controlled, and what their combat potential was like. The BSAA's deployment was convenient for Irving: he merely used them as combat test data for the Type 2 Plagas.



At the time, the BSAA's decision to invade the Kijuju Autonomous Zone was based on information Chris had acquired about a black market trade. As far as they knew, their mission was to arrest a smuggler. They weren't expecting to face B.O.W.s, and so the unit only came equipped with standard weaponry. The first victims of the creatures were the point unit Alpha Team, who were driven deep into the city by infected villagers, and slaughtered. Their deaths only made the back-up Bravo and Delta Teams fight harder, though, and in the end, they gave Irving a bit more "combat data" than he could handle.

UROBOROS VIRUS

THE DEVELOPMENT OF THE UROBOROS VIRUS

Excella Gionne was managing director of Tricell's African Branch. She was a genius, blessed with the business acumen that came of being born to a great trading family, and breezed through college with a major in genetic engineering. Her sharp intellect earned her entry into Tricell's pharmaceutical division at the age of 18, where her incredible talents got her noticed by Wesker.

Wesker contacted Excella and offered her the data he had stolen from Umbrella – regarding the T-Virus, the G-Virus, and the T-Veronica – which she then exploited to create better product for Tricell. Excella's contributions greatly accelerated Tricell's B.O.W. development, and the pharmaceutical division's biological weapons industry soon began to flourish. Excella made a name for herself in the company, and was instated as director of its African branch at the young age of 20.

It was clear that Wesker gave Excella the data in the hope that he might use Tricell to perfect the Uroboros Virus he was developing. First, he used Excella's influence to reopen Umbrella's Africa Research Center for the study of the Progenitor Virus. Excella was attracted to Wesker, and happily did everything he wanted. She even used Irving's black market B.O.W. sales to fund his research.

The first form of the Uroboros Virus derived from the Progenitor Flowers was far too toxic to be usable. As a result, development proceeded slower than expected, but in 2006, changes observed in "Test Subject 1" marked a breakthrough for the experiment. Powerful antibodies in the subject's body proved themselves capable of weakening the problematic toxicity of the virus. These antibodies were created as a result of an earlier T-Virus infection in the subject, which had lingered in the body in an altered state for years after being all but destroyed with a vaccine.

The true identity of Test Subject 1 was former S.T.A.R.S. member Jill Valentine. She was thought to have died during the 2006 mission to arrest Spencer, but was instead saved by Wesker, who put her in cryostasis to use her as a test subject in his experiments. The fact that her body produced pure viral antibodies perfectly designed to weaken the Uroboros Virus was nothing short of miraculous.

Wesker was delighted to be one step closer to the realization of his ideals. Now, all he had to do was execute the final stages of the "Uroboros Plan." The first step, of course, was to dispose of Excella by injecting her with the Uroboros Virus.

PROPERTIES OF THE UROBOROS VIRUS

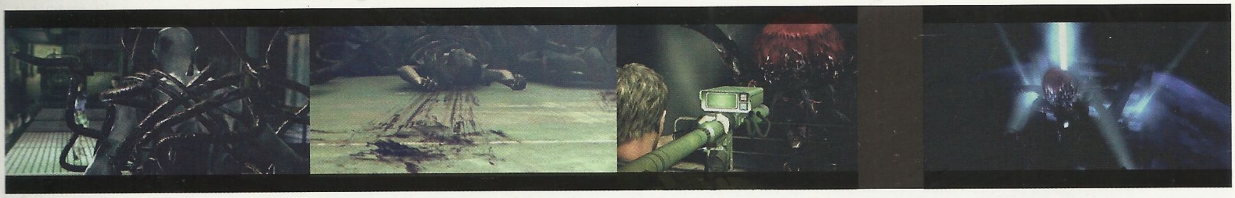
The Uroboros Virus is the perfect virus, free of the issues – excessive mutation, loss of mental faculties, instability – that plagued its predecessors. Upon injection, the virus evaluates the subject's genes. If the subject is compatible, it bestows them with superhuman abilities completely under the subject's control. If they are not compatible, however, the Uroboros Virus will take over, turning the subject quickly into a brainless, violent mass of hungry black tentacles.

When out of control, the Uroboros Virus seeks to consume all organic material in the area to propagate itself, including the original injected organism. Undergoing a continuing cycle of death and renewal, it indiscriminately attacks any organic matter within its reach.

The out-of-control virus's bizarre form is due to the black leech-like viral cysts that characterize the virus. These cysts form on organs inside the body, then violently eject outwards through the skin. The cysts each bear their own primal intelligence, and are capable of sensing and consuming organic matter around them in order to propagate. Individual viral cysts are easy to kill, but the core cluster will persistently continue to feed and grow until it is killed.

Due to these properties of the virus, great care was taken to regulate the amount of injection based on the subject's mass: a 60kg person was administered 1 bottle; a 40-60kg person, 2/3 bottle; etc. Even a slight error in the dosage would result in a high probability of the subject's death. Even a proper dosage would cause severe symptoms such as excessive sweating, heavy breathing, and disorientation in the early stages.

Disposal of an Uroboros cluster is difficult. A high-temperature flame is required to damage it, as standard weaponry proves ineffective. However, this only works in the case of clusters below a certain size. In the case that he encountered a supermassive cluster, Wesker prepared an attack satellite capable of firing a high-powered laser down to Earth. The satellite, Shango, received targeting input from a rocket launcher-like transmission device known as an L.T.D., accurate to within a few dozen centimeters. The satellite required time to charge between shots, meaning that its user needed to keep the scope fixed on the target until it was time to fire.

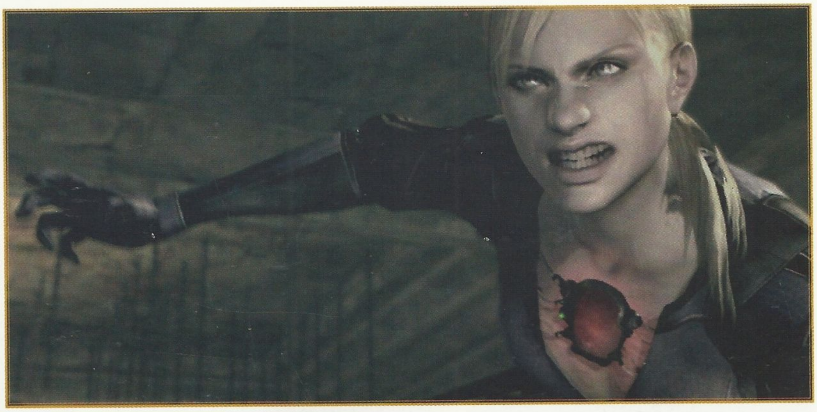


PERFORMANCE ENHANCER P30

P30 was an ancillary chemical discovered during research into the Progenitor Virus. It renders the subject highly susceptible to control while also bestowing them with superhuman abilities. Though fully aware, the subject has their will completely subsumed, forcing them to act as a loyal soldier. A sharpening of the nerves combined with increased muscle tissue grants the subject incredible reflexes and also makes them capable of spectacular feats, such as running up walls.

The subject's compulsion to follow orders resembles that of a person infected with a subordinate Plaga, but has two major shortcomings. For one, it only remains in effect for a short time after being administered, which makes it unsuitable for the creation of an eternally loyal soldier. In addition, while a Plaga is almost impossible to remove once the parasite has reached maturity, P30 metabolizes quickly and can be flushed from the system with almost no aftereffects.

Wesker decided to use Jill as a test subject for P30, and attached a device to her chest to administer a near-constant dose of the chemical. His plan was to see how long it could be administered without adverse side effects to the body, and how long the mental control could be sustained. The device was eventually removed by Chris, however, and the experiment ended before useful data could be obtained.



WESKER

A NEW BREED OF HUMANITY

"The strong should lead the weak" – That was the personal motto of Umbrella's chief executive, Ozwell E. Spencer. His sense of elitism only grew stronger after his discovery of the Progenitor Virus, and he mercilessly slaughtered all of his allies to further expand his control over it.

Spencer's dream was to evolve humanity using viruses, to close the door on the breed of Homo sapiens that had persisted for 200,000 years, and usher in a new era. Any sacrifice was acceptable to achieve that ultimate ideal, whether it be one life or one hundred thousand. Everything he had done – creating Umbrella, developing B.O.W.s – was nothing more than a cover for his true aim, the ongoing research of the Progenitor Virus. The wealth and power he achieved as Umbrella's founder ultimately meant nothing to him.

With his plans to become the creator of a new breed of humanity, Spencer began to fancy himself a god. Despite all his pretensions to the idea, however, he could not stop the toll of age on his body. The idea of dying before his lofty ideals could be realized was anathema to him, and he began searching for a key to eternal life. He entrusted this task to a man named Alex: one of Spencer's "children" created in the Wesker Plan.

THE WESKER PLAN

Spencer realized that his ideal world would need ideal minds to populate it. After all, the Progenitor Virus would give his new breed of humanity superhuman strength and intelligence, and it would not do to have them acting in defiance of their "god." To this end, Spencer began a new project with an eye towards creating a superior breed of human stock suitable to inhabiting it. This was known as the "Wesker Plan."

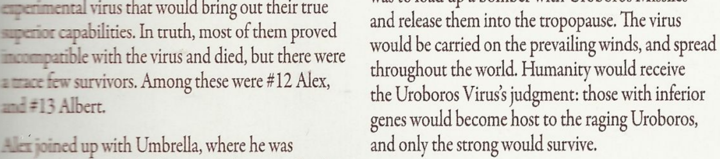
The project was named after its head researcher, a man named Wesker, who gathered hundreds of children born to brilliant parents all over the world. These children were encouraged to reach the pinnacle of their physical and mental potential, thoroughly indoctrinated, then released back into the world. The subjects were all given the surname Wesker, and in time, were each injected with an experimental virus that would bring out their true superior capabilities. In truth, most of them proved incompatible with the virus and died, but there were a trace few survivors. Among these were #12 Alex, and #13 Albert.

Alex joined up with Umbrella, where he was employed by his "father" to search for a cure for the ravages of age. Spencer praised Alex's superior intelligence and leadership, and gave him all the money, resources, research materials, and test subjects he needed. In the end, though, his attempts yielded nothing.

"The other Wesker," Albert, also joined Umbrella as a researcher, and Spencer thought him even more suitable as a leader of his new race of humanity than Alex. It was his unrelenting ambition that set him apart. He acquired his superhuman powers during the occasion of the Mansion Incident, and began thinking himself to be the god of the next generation to come. It was not until he learned the truth about Spencer and his own origins, however, that he could finally free himself from the shackles imposed upon him by the Wesker Plan.

Albert killed Spencer without hesitation. Then, he took the old man's ambition – "The right to be a god" – for himself.

With Spencer out of the way, Albert brought his Uroboros Project to its final stage. All that was left was to load up a bomber with Uroboros Missiles and release them into the tropopause. The virus would be carried on the prevailing winds, and spread throughout the world. Humanity would receive the Uroboros Virus's judgment: those with inferior genes would become host to the raging Uroboros, and only the strong would survive.



DATABASE

DATABASE

GLOSSARY

A

ADA'S REPORT ETC
Ada's personal account of the events of the RE4 storyline. Her motives are revealed to be quite different from Wesker's.

AGENT RE5
Short for "Special Operations Agent," a BSAA operative who typically acts alone in reconnaissance missions. Sometimes abbreviated to SOA.

AGE OF EXPLORATION RE5
An era of intense exploration and expansion by numerous European countries, lasting from the early 15th to the 17th century. Tricell's forebear, Travis Trading, has its roots in this era.

AIR DOME RE: DGN
A WilPharma facility for the development of viruses and vaccines. A sample of Umbrella's G-Virus is stored there.

AMATEUR RE4 RE5
An easier difficulty mode. It was introduced in RE4 in the Japanese and Spanish versions, and in RE5 in all other territories.

ANTARCTIC BASE RE: CV
An Umbrella base built by the Ashford Family at the South Pole, also referred to as the "Antarctic Research Facility" in Wesker's Report II. A laboratory is housed beneath it.

ANTI-B.O.W. SQUAD RE: CV
An Umbrella special forces unit used to neutralize rampaging B.O.W.s. They are trained against real B.O.W.s on Rockfort Island.

ANTI-GOVERNMENT GUERRILLAS RE5
The guerrilla group that adopted Sheva after she left her uncle's village.

ARKLAY MOUNTAINS RE0 RE
A mountainous area to the north of Raccoon City, located in the American Midwest. An Umbrella research facility is housed there.

ARKLAY RESEARCH FACILITY RE
A top-secret Umbrella facility hidden beneath Spencer's mansion. It was home to the T-Virus Project, and became the setting of the Mansion Incident.

ASHFORD FAMILY RE: CV
A noble family established by Veronica Ashford. Its line ended when its seventh head, Alfred, died in the Antarctic Base. Its golden age was under the leadership of its fifth head, Edward, one of the founders of Umbrella.

ASSIGNMENT: ADA RE4
A minigame where you play as Ada. It unlocks after you clear the main story in RE4.

ATTACHE CASE RE4
Holds weapons, ammo, and recovery items. You can buy larger ones as the story progresses.

B

BIOHAZARD ETC
A term referring to the threat posed to living organisms by viruses or other biological substances.

BLUE MEDALLIONS RE4
A total of 15 medallions are located throughout the farm and graveyard in RE4. If you shoot ten or more, you'll receive the Punisher handgun from the Merchant.

BOTTLECAPS RE4
Figures of the characters that appear in RE4, mounted on bottlecaps. Won as prizes in the Shooting Range minigame.

B.O.W. ETC
An acronym for "Bio-Organic Weapon." B.O.W.s are created using viruses and other technologies for the manipulation of genetic material.

BSAA RE5
An acronym for "Bioterrorism Security Assessment Alliance," a special forces unit established by the Global Pharmaceutical Consortium to fight bioterror. They were later reformed under U.N. jurisdiction.

BSAA EMBLEMS RE5
These blue emblems can be found in various places in nearly all stages of the game. Shooting them will allow you to buy more items from the Bonus Features menu.

C

CLEANSING RE4
Religious jargon used by members of the Los Illuminados cult. It refers to the stage when a Las Plagas host falls under the parasite's control, becoming a loyal cultist "free from sin."

CODE: VERONICA RE: CV
The name given to Alexander Ashford's project to use genetic manipulation to breed humans of high intelligence. The project was a success, creating the unrivaled genius Alexia.

CONTROL PLAGA RE4
A parasite that allows its host to retain his or her independent will while bestowing supernatural abilities upon them. Unlocking the most powerful abilities causes horrific mutations in the host's body.

CO-OP MODE RE5
A two-player cooperative mode available in RE5.

CRANK ETC
A trademark of the RE series. If you insert the crank into a hole corresponding to the shape of the crank's tip, you can turn it to manipulate certain devices.

D

DARK LEGACY RE: UC
A secret scenario unlocked by clearing chapter 3 of "Umbrella's End."

DARKNESS FALLS RE: DC
An extra chapter you can play by getting the "good ending" in Operation Javier chapter 5. This mode lets you hear Krauser's inner thoughts.

DESPERATE ESCAPE RE5
An additional episode in RE5. It can be unlocked in Resident Evil: Gold Edition by fulfilling certain conditions. Also available as DLC in the original edition.

DEVIL RE2
The code name given to the G-Virus vaccine. In RE2, it is administered to Sherry Birkin after she contracts the G-Virus.

DOGTAG RE0 RE5
A small metal tag inscribed with a soldier's name, gender, blood type, and affiliation. Used for identification purposes.

DYING STATUS RE5
When your health bar reaches 0, you enter this near-death state and must receive healing from your partner to survive. Healing your partner or thanking them when they heal you increases your Trust.

E

EBOLA ETC
A real-world virus referenced in Wesker's Report II. It takes its name from a river near where the virus's first recognized outbreak occurred.

ECLIPTIC EXPRESS INCIDENT RE0
The event that started it all. It began when Marcus unleashed the T-Virus into the surrounding area to get revenge on Spencer.

EGGS RE4 RE5
A type of healing item that first appears in RE4. Its color determines the amount of healing. Rotten eggs will deal damage if you eat them, but they can serve as weapons if thrown.

ENDEMIC DISEASE RE: DC
An illness that tends to spread only within a certain geographical area. Hilda and Manuela caught one such disease, which was deemed incurable.

F

FABIANO RE5
The company that manufactures the pump system used in the Umbrella Africa Research Center. Irving uses the same pump system in the Tricell oil fields he oversees.

FALL OF THE SOVIET UNION RE: UC
Refers to the 1991 dissolution of the Soviet Union and subsequent declared independence of its member republics.

FIGURES RE5
Figures of the characters and creatures that appear in RE5. You can acquire them by trading in points earned throughout the game.

FLOWER BED RE5
A term used by the construction supervisor at the Africa Research Center to refer to the garden where the Progenitor flowers grow.

G

GANADOS RE 4
The term used to refer to humans under the control of the Las Plagas parasites. Ganados continue to play out their societal roles even after infection.

G CELLS RE 2
Cells that metastasize rapidly in the body of an organism upon contraction of the G-Virus, causing the organism to suffer constant, uncontrolled mutations.

G-CREATURE RE 2
A term used to refer to organisms at advanced stages of mutation from the G-Virus.

GLOBAL PHARMACEUTICAL CONSORTIUM RE 5
A worldwide alliance of pharmaceutical companies. Tricell is currently on its board of directors.

G-VIRUS RE 2
A malicious virus invented by William Birkin. As the G-Cells spread, the infected subject undergoes constant, uncontrolled mutations.

G-VIRUS PROJECT RE 2
Code name for the advanced B.O.W. experiments conducted by William Birkin in the Raccoon City underground research facility.

H

HARVARDVILLE RE: DGN
A factory town in the American Midwest. Its airport is the setting for Resident Evil Degeneration.

HELP STATUS RE 5
You enter this state when you are grabbed by an enemy or otherwise immobilized, and must be saved by your partner. Saving your partner or thanking them when they save you increases your Trust.

HOOKSHOT RE 0 RE 4
First appearing in RE0, this item can be used to bring you to higher places in certain parts of the game. Ada also employs it in combat.

I

IRREGULAR MUTANT ETC
Organisms mutated through contact with a viral carrier following a biological disaster.

ITCHY, TASTY RE RE 5
The final words written in the "Itchy Tasty Diary" found in the mansion in the first RE. It records the degrading mental state of a man following his infection with the T-Virus. It is reproduced in part in the "Lost in Nightmares" scenario.

IVAN RE: UC
Two specially-designed Tyrants that act as Sergei's bodyguards. They wear long white protective coats.

K

KENNEDY REPORT RE 5
A report written by Leon S. Kennedy detailing the events of the mission to rescue Ashley Graham. It contains detailed information on the Las Plagas parasites and the Ganados.

KIJUJU AUTONOMOUS ZONE RE 5
A self-governing region of an unnamed West African nation. Its growth was fueled by a nearby mine which brought in workers from neighboring countries, but lately the locals have cracked down on foreigners.

KNIFE ETC
A survival knife carried by the protagonists of the RE series. Not very powerful, but does not require ammo to use.

L

LAS PLAGAS RE 4
Parasites sealed in the basement of the Salazar castle, capable of infecting all kinds of living beings. There are two types of Plagas: control and subordinate. Control Plagas can manipulate subordinate Plagas.

LIQUID NITROGEN RE 4
Nitrogen cooled to a liquid state. Since nitrogen boils at temperatures higher than -196 degrees C, liquid nitrogen is extremely cold. It can be used to freeze B.O.W.s in action.

LISA TREVOR ETC
A girl used as a test subject in the initial Progenitor Virus experiments. In 1967, she and her family were invited to the mansion, where they were imprisoned and injected with Type-B Progenitor. She was used in several subsequent experiments, as well.

LIVING FAILURE RE RE: UC
A term used to refer to the test subject Lisa Trevor. It refers to her incredible ability to survive constant viral injections despite providing no useful test data.

LOCK-PICKING ETC
Opening a door using an improvised device rather than a key. It is a skill possessed by female characters in the RE series.

LOS ILLUMINADOS RE 4
A regional European folk religion, persecuted into dormancy by the local rulers. Osmund Saddler used Las Plagas to revive the cult and restore its influence in the area.

LOST IN NIGHTMARES RE 5
An additional episode in RE5. It can be unlocked in Resident Evil™ 5: Gold Edition by fulfilling certain conditions. Also available as DLC in the original edition.

L.T.D. RE 5
An acronym for "Laser Targeting Device," a weapon resembling a rocket launcher that tracks targeting information for the Satellite Laser Shango. Pulling the trigger will fire the satellite laser.

M

M92F RE 5
The standard issue handgun for BSAA operatives.

MAJINI RE 5
Humans under the control of the newly-developed Type 2 and 3 versions of Las Plagas. Like the Ganados, they boast superior physical abilities. "Majini" means "evil spirit" in the local language.

THE MAN IN THE SUIT
A man from the U.S. government seeking the fall of Umbrella. He contacted Sheva to earn her help in apprehending an Umbrella representative during a B.O.W. tradeoff with a guerrilla group.

MANSION INCIDENT RE
The events that unfolded when the S.T.A.R.S team was dispatched to investigate a mansion in Raccoon Forest. The mansion turned out to house Umbrella's Arklay Research Facility

THE MAN WITH THE ACCENT RE 5
A man who passed Sheva a note urging her to help them stop a bioterror incident planned between her guerrilla group and Umbrella. He spoke the local language with an English accent.

MARCUS RE 0 RE 5
The discoverer of the Progenitor Virus, James Marcus.

THE MERCENARIES RE 3 RE 4 RE 5
An unlockable minigame first debuted in RE3.

MOONLIGHT SONATA RE 5
Beethoven's Piano Sonata No. 14. Female characters in RE and RE5's "Lost in Nightmares" scenario can play it on the piano.

N

NDIPAYA RE 5
The native inhabitants of the West African marshlands. Typically, they dress like the people of the Kijuju Autonomous Zone, but they revert to traditional garb after infection by Las Plagas.

NEMESIS RE 3
The code name given to the NE-α parasite, named for the Greek goddess of revenge. A Tyrant implanted with the parasite is called a Nemesis T-Type.

NEMESIS PROJECT RE 3
The name given to the project conducted by Umbrella France to use the NE-α parasite to create new B.O.W.s. The Pursuer was one of the fruits of this project.

NGO RE: DGN
An acronym for "Non-Governmental Organization." Refers to a nonprofit civilian group acting on an international scale.

NORMAL ETC
The standard difficulty level.

Resident Evil™ 0 RE 0, Resident Evil™ RE, Resident Evil™ 2 RE 2, Resident Evil™ 3 RE 3, Resident Evil™ Code: Veronica RE: CV, Resident Evil™ 4 RE 4, Resident Evil™ 5 RE 5, Resident Evil™: UC RE: UC, Resident Evil™: DC RE: DC, Resident Evil DGN RE: DGN, ETC ETC

O

ORIGINAL ELEVEN RE5

The founding members of the BSAA. Free of any specific jurisdiction, they have the authority to join in any BSAA mission.

OVER-THE-SHOULDER CAMERA RE4 RE5

A third-person camera positioned behind the control character. First employed in RE4 and RE5.

P

P30 RE5

A drug used to control Jill. Steady doses are administered through a device attached to her chest.

PARASITES RE4 RE5

Another name for the Las Plagas used by Los Illuminados and Tricell in the development of B.O.W.s. (See also: Las Plagas)

PDA RE4 RE5

A portable communication device. Ada uses one to contact Wesker, and they are standard issue for all BSAA members including Chris.

PG67A/W RE5

A serum administered regularly to Wesker to keep his virus in check. Taking an overdose causes his body to behave erratically.

PHILOSOPHER'S STONE RE5

A material thought by medieval European alchemists to be the key to eternal life or to convert base metals into gold. Excella uses the term to refer to the Uroboros Virus.

PLAGA REMOVAL MACHINE RE4

A device that uses special radiation to purge immature Plagas from the body. Since Plagas are integrated into the central nervous system of the organism, the treatment causes extreme pain and trauma.

PROFESSIONAL RE4 RE5

The hardest difficulty level available in RE4 and RE5.

PROJECT W RE5

Also known as the Wesker Project, named for its head researcher. The project began many years prior to the Ecliptic Express incident. (See: Wesker Project)

PROGENITOR VIRUS RE0 RE5

A new type of RNA Virus that recombines the genes of the host to increase its strength and endurance. Infected cells cause spontaneous mutations in the host as they metastasize.

PROGENITOR FLOWER

A plant native to Africa, also called the Stairway to the Sun. Marcus isolated the Progenitor Virus in the flower's toxic red blossoms.

PURSUER RE3

One of a new breed of Tyrant known as the Nemesis T-Type. It pursues the player character throughout RE3 and its retelling in RE:UC.

Q

QUICK-TIME EVENTS ETC

Actions you trigger by pressing a series of buttons during cutscenes and boss fights. Some result in a game over if not executed properly.

R

RACCOON CITY ETC

A mid-sized city in the American Midwest. The pharmaceutical conglomerate Umbrella played a large part in its development, and 30% of its population is employed by the company.

RACCOON CITY UNDERGROUND RESEARCH FACILITY RE2

A massive Umbrella research facility located beneath Raccoon City. William Birkin uses it for the development of the G-Virus.

RACCOON FOREST ETC

A large forest spanning the area to the north of Raccoon City in the Arklay region. It is home to several Umbrella facilities.

ROCKFORT ISLAND RE:CV

An Umbrella base located on an isolated island far out to sea. It contains a prison and a training facility for the Umbrella Security Service, as well as executive offices and private residences.

RED QUEEN RE:UC

An A.I. developed by Umbrella to monitor and defend its networks. It is housed in the U.M.F.-013 computer. Its self-awareness allows it to better protect its data and repel intruders.

RNA VIRUS ETC

A term used in real-world biological research to refer to a virus whose genetic information is stored as RNA (ribonucleic acid). Referenced in Wesker's Report II.

R.P.D. ETC

An acronym for "Raccoon Police Department," the law enforcement body of Raccoon City. S.T.A.R.S. is its special forces division.

S

THE SAME BLOOD RE4

A term Mendez uses when he realizes that Leon has been injected with a parasite. Refers to one of the same race or family.

SATELLITE LASER SHANGO RE5

A satellite capable of shooting a laser to Earth from space. It receives targeting information via L.T.D. "Shango" is the name of a thunder god of the Yoruba people of West Africa.

SECRET SERVICE RE4

A special government branch concerned with the gathering of intelligence and promotion of national security.

SEPARATE WAYS RE4

An extra chapter of RE4, unlocked by completing the main story mode. It retells the story from Ada's point of view.

SHOOTING RANGE RE4

A minigame available during RE4's main game. High scores yield bottlecaps as prizes.

SHUJAA RE5

A word tattooed on Sheva's arm. It means "Hero" in Swahili.

SIXTH EUROPEAN RESEARCH FACILITY RE3

The Umbrella facility that developed the Nemesis T-Type.

S.R.T. RE:DGN

An acronym for "Special Response Team," the emergency squadron of the Harvardville Police force.

SPENCER

Umbrella's founder, Lord Ozwell E. Spencer.

STAIRWAY TO THE SUN RE5

Red flowers that grow in a certain chamber of an underground African ruin. Said to bestow power upon those who eat them, they were used in an ancient ritual to decide the chief of the Ndipaya Tribe.

S.T.A.R.S. ETC

An acronym for "Special Tactics And Rescue Service," an elite division of the Raccoon City Police Department. It is divided into Alpha and Bravo teams.

STERILIZATION OF RACCOON CITY ETC

A military action by the U.S. government to use a missile to halt the spread of the T-Virus from Raccoon City. Approximately 100,000 people died in the incident.

SUN GARDEN RE5

The area deep in the underground ruins where the Stairway to the Sun grows. It is considered sacred to the Ndipaya, and they resisted fiercely when Umbrella sought to take control of it.

SUPPORT HELICOPTER ETC

A trademark of the RE series, it is used to evacuate the protagonists at the end of most of the games.

SURVEY OF NATURAL HISTORY RE5

A 72-volume work published in the 19th century. It details the 34 years Henry Travis spent exploring Africa.

T

T-ALEXIA RE:CV

Another name for the T-Veronica Virus, coined by Wesker in RE:CV when he comes to take Alexia.

T-A.L.O.S. RE:UC

An acronym for "Tyrant-Armored Lethal Organic System." A computer chip implanted in its brain allows the Red Queen A.I. to control it

T-A.L.O.S. PROJECT RE:UC

The name for Umbrella Russia's B.O.W. development project, executed by Sergei and Red Queen in hopes of reviving Umbrella.

TERRA-SAVE RE:DGN

The non-governmental organization that Claire works for. They work to save people affected by bioterror and unethical pharmaceutical testing.

TOFU MODE RE: DC

A secret stage in RE:DC, unlocked by clearing Operation Javier Chapter 5 on Normal or Hard mode. It turns all the enemies in the stage into tofu.

TRAVIS TRADING ETC

Tricell's forebear, a venerable merchant company with roots in the Age of Exploration.

TREASURE RE 4 RE 5

The general term for jewelry and artifacts found throughout RE4 and RE5. They have no purpose outside of being sold for cash. In RE4, some treasures can be combined to raise their sale price.

TRICELL RE 5

A corporation descended from an Age of Exploration merchant company, comprised of shipping, natural resource development, and pharmaceutical branches. It is one of the modern sponsors of the BSAA.

TRICELL AFRICA DIVISION RE 5

A division of Tricell's pharmaceutical branch. It controls oil fields for resource development in areas under its jurisdiction. It is run by Excella Gionne, a woman descended from Tricell's founding family.

TROPOPAUSE RE 5

The part of Earth's atmosphere where most weather occurs, located between the troposphere and the stratosphere. Wesker planned to launch the Uroboros missiles at this altitude.

TRUST RE 5

A hidden meter in RE5. It goes up or down based on the actions you take towards your partner. In single player mode, your meter rating will be reflected in your partner's body language.

T-VACCINE RE: DGN

A vaccine for the T-Virus, developed by WilPharma secretly under U.S. government supervision.

T-VERONICA RE: CV

A virus created by splicing queen ant and plant genes with the Progenitor Virus. To ensure the well-being of the host, its body temperature must be lowered to allow the virus to develop over an extended period of time.

T-VIRUS RE

A form of the Progenitor Virus streamlined for military use. The "T" initial stands for "Tyrant." Those infected with it experience increased aggression.

T-VIRUS PROJECT RE

The name used to refer to the B.O.W. research that took place at Arklay Research Institute. It became a point of contention between Spencer and Marcus, and eventually led to the "Mansion Incident."

TYPE 2 LAS PLAGAS RE 5

A refined form of Las Plagas, developed to increase their market potential. The mature parasite is inserted orally, greatly reducing the time required to take control of the host.

TYPE 3 LAS PLAGAS RE 5

A modified version of Las Plagas that significantly increases the host's physical abilities, created by splicing genes from a dead control Plaga into a subordinate Plaga. Type 3 differs from Type 2 in adherence rate and changes made to the host's appearance.

TYRANT ETC

The "ultimate B.O.W." developed by Umbrella. They are overwhelmingly powerful, and possess intelligence to follow orders. Many of the B.O.W. seen throughout the RE series are based on the Tyrant.

U

U.B.C.S. RE 3

An acronym for "Umbrella Biohazard Countermeasure Service." Their destruction is portrayed in the opening of RE3.

U.M.F.-013 RE: UC

The 13th supercomputer housed in Raccoon City's underground facility, containing backups of all of Umbrella's research data. It is taken by Sergei prior to the destruction of Raccoon City.

UMBRELLA ETC

A massive international corporation centered around pharmaceuticals. Their slogan was "preserving the health of the people," but their wholesome public image was a mere cover for B.O.W. development.

UMBRELLA (OBJECT) RE: DGN

A weapon Claire used to defend herself during the outbreak in Harvardville airport, which ironically bore the coloring of the Umbrella Corporation's logo.

UMBRELLA AFRICA RESEARCH CENTER RE 5

An Umbrella research facility constructed in a massive underground ruin and encompassing the Sun Garden. Brandon Bailey was appointed its director.

UMBRELLA MANAGEMENT TRAINING FACILITY RE 0

A training facility deep in the Raccoon Forest, used to cultivate the next generation of Umbrella leadership. Dr. James Marcus was appointed its director.

UMBRELLA RUSSIA RE: UC

An Umbrella research facility located in Russia's Caucasus region. Disguised as a Soviet-era oil field, it houses a large-scale research facility deep beneath the surface.

UMBRELLA SECURITY SERVICE RE 0 RE 2

An elite taskforce under the direct supervision of Umbrella executives. HUNK was a member of this squadron when it was sent to obtain the G-Virus in RE2.

U.N. RE 5

An acronym for "United Nations," an international body established in 1945 for the promotion of world peace, economic development, and social progress. It is the regulating body of the modern BSAA.

UNKNOWN THIRD PARTY RE 4

The term Mendez uses to refer to the organization opposing Los Illuminados independently of the U.S. government.

UROBOROS RE 5

An ancient Greek symbol used to indicate a perfect system. In RE5, the appearance of viral cysts indicates the presence of the Uroboros Virus going out of control in the host.

UROBOROS PLAN RE 5

Wesker's plan to create a new world populated only by those compatible with the Uroboros Virus.

UROBOROS VIRUS RE 5

A virus based on the Progenitor Virus, it grants extraordinary powers to those with compatible genes. Its compatibility rate is extremely low, however, and almost all test subjects die.

V

VACCINE ETC

A biological agent developed to treat or prevent a disease.

VERONICA VIRUS RE: DC

A virus provided to Javier by a former Umbrella researcher. Javier injects his daughter with it to save her from an endemic disease. (See: T-Veronica)

VEST RE 4 RE 5

A type of armor debuted in RE4. RE5 offers two types of vests that each reduce different types of damage.

VETERAN RE 5

A difficulty level added for RE5.

VIRAL CYST

Black tentacles that protrude from the body of one infected with the Uroboros Virus. Each possesses a basic intelligence, and will prey upon nearby organic material in order to propagate.

W

WESKER PROJECT RE 5

The true aim of Lord Spencer, a project to use viruses to breed a new race of humanity. Many candidates were tested, but only a handful survived, including Albert Wesker.

WESKER'S REPORT ETC

Albert Wesker's personal account of his goals and methods, and the truth behind his involvement in certain incidents. Three such reports have been published at present.

WILPHARMA RE: DGN

The world's leading pharmaceutical company in the wake of the fall of Umbrella. In addition to pharmaceuticals, it also researches viral vaccines to guard against bioterror.

X

X-DAY RE

The day when S.T.A.R.S. was to be lured to the Arklay Research Facility and used to gather combat data for in-development B.O.W.s.

Resident Evil™ 0 RE 0, Resident Evil™ RE, Resident Evil™ 2 RE 2, Resident Evil™ 3 RE 3, Resident Evil™ Code: Veronica RE: CV, Resident Evil™ 4 RE 4, Resident Evil™ 5 RE 5, Resident Evil™: UC RE: UC, Resident Evil™: DC RE: DC, Resident Evil DGN RE: DGN, ETC ETC

TIMELINE

19th Century	(Unknown)	The European merchant trading company "Travis Trading" begins its exploitation of the mineral resources of Africa.
20th Century	(Unknown)	Travis Trading begins taking samples of African flora and fauna for use in its pharmaceutical research.
1960s	(Unknown)	Engineer Michael Warren begins the electrification of Raccoon City.
		Travis Trading is renamed "Tricell."
		The fifth head of the Ashford family, Edward Ashford, begins his research into what would later become known as the Progenitor Virus.
1962	(Unknown)	Ozwell E. Spencer enlists architect George Trevor to design and construct a reclusive mansion on the outskirts of Raccoon City.
1966	(December)	Spencer, along with James Marcus, Edward Ashford, and head researcher Brandon Bailey, extract the Progenitor Virus from the "Stairway to the Sun," a flower discovered beneath African ruins. This virus has the ability to reconstitute a living organism's genes.
		They bring this flower back to America. Marcus and Bailey attempt to cultivate it.
1967	(March)	The Progenitor Flower fails to cultivate outside of its native habitat.
		Spencer proceeds with plans to establish a company.
	(November)	The construction of the mansion and lab facilities in the Arklay Mountains is completed.
1968	(Unknown)	Construction of Raccoon City's public transit trolleys begins in Europe. They are quickly put into use within the city.
		Spencer founds the pharmaceutical company Umbrella with Marcus and Edward Ashford. The company is established to mask their biological research.
	(July)	Edward Ashford contracts the Progenitor Virus and dies. His son, Alexander Ashford, succeeds him as head of the Ashford family.
	(August)	In Africa, Umbrella takes control of the ruins that constitute the Progenitor Flower's natural habitat, wresting it from the native Ndipaya Tribe. Work begins on the Umbrella Africa Research Center.
		The Umbrella Management Training Facility is established in the Arklay Mountains with Marcus appointed as director.
1969	(February)	Alexander Ashford begins to design a facility in Antarctica. He secretly makes plans to build an underground laboratory for the purpose of the "Code: Veronica" project.
	(June)	The Umbrella Africa Research Center is completed with Bailey appointed as director.
	(November)	Umbrella's Antarctic Base and research facilities are completed.
1971	(Unknown)	The "Code: Veronica" project is successful. The twins Alfred and Alexia Ashford are born.
1977	(Unknown)	Albert Wesker and William Birkin join the Training Facility as prospective managers.
	(December)	Five cases of the Progenitor Virus are sent to Marcus from the Africa Research Center.
1978	(January)	Marcus successfully develops the T-Virus.
	(July)	The closure of the Training Facility is finalized. Wesker and Birkin transfer their T-Virus research to the Arklay Research Facility; Marcus continues his own research in the closed-down Training Facility.
1980s	(Unknown)	The Africa Research Center successfully cultivates the Progenitor Virus. The virus can only be created in Africa under strict supervision.
1981	(July)	Although only ten years old, Alexia Ashford graduates at the top of her class from a prestigious university.
1982	(March)	Alexia injects her father, Alexander, with the T-Veronica Virus, but the experiment ends in failure. His absence is reported as a mysterious disappearance.
1983	(December)	Wesker researches secondary exposure to the T-Virus. He begins to have reservations about Spencer's plans.
		Alexia injects herself with the T-Veronica Virus and enters a fifteen-year cryogenic sleep. To maintain the secrecy of this plan, it is reported that she died of accidental exposure to the virus.
1987	(Unknown)	Michael Warren becomes mayor of Raccoon City.
1988	(Unknown)	Wesker, under orders from Spencer, assassinates Marcus. Under Birkin's guidance, the T-Virus program begins development of the B.O.W. Tyrant.
		Umbrella begins work on the "Nemesis" project at its sixth European research facility.
1991	(Unknown)	Umbrella begins construction of an expansive underground laboratory beneath Raccoon City.
		Spencer approves Birkin's G-Virus project and work begins on it.
		Wesker is transferred to the Information Department.
	(February)	South American drug lord Javier Hidalgo receives the T-Virus from Umbrella. He attempts to uses it to cure his wife Hilda's endemic disease, but the virus turns her into a monster instead. Javier tells others that Hilda has died.
	(December)	The Soviet Union falls.
		Sergei Vladimir contacts Umbrella. Because his genetic make-up makes him capable of becoming a Tyrant, he submits ten clones of himself to Umbrella. In exchange, he is made an executive within the company.
1993	(Unknown)	Clandestine meetings begin between Umbrella and Raccoon City's chief of police, Brian Irons.
		Birkin transfers to the underground lab in Raccoon City.
	(December)	Alfred Ashford graduates from a university in England, and becomes director of the Antarctic facility. He rises up the ranks to eventually become an executive of Umbrella, and then director of Rockfort Island.
		A training facility for anti-B.O.W. squad members is completed.
1994	(Unknown)	John from the Chicago lab takes over for Birkin at the Arklay Research Facility.
		Alfred builds a private mansion and prison on Rockfort Island.
1996	(Unknown)	Raccoon City Police Department's S.T.A.R.S. team is founded with Wesker as Captain.
		HUNK (later of the Umbrella Special Forces) undergoes combat training at Rockfort Island.
1998	(May)	There is a large-scale viral leak at the Arklay mansion. The research lab there is destroyed.
		A mysterious clone of Marcus's appears at the Umbrella Management Training Facility.
		Cerberus claims its first victim: a 20-year-old woman whose body is found dismembered.
	(July)	There is an increase in reports of accidents and missing persons in the Arklay Mountains. The city sends the S.T.A.R.S. Bravo Team to investigate.
		Two groups are sent to investigate the Training Facility. The first one is wiped out by B.O.W.s located on the premises.
		Bravo Team's helicopter experiences engine trouble for unknown reasons and is forced to put down in the Arklay Mountains. The team takes the Ecliptic Express to investigate the Training Facility, which is later destroyed. (*Resident Evil 0)
		Alpha Team is sent out to search for Bravo Team when communication is lost, leading to the "Mansion Incident." (*Resident Evil)
		Bravo Team leader Enrico Marini learns Wesker's true identity. Wesker murders Enrico.
		Sergei activates the Red Queen AI and evacuates all research data into the supercomputer U.M.F.-013, located in the Raccoon City underground facility. During this time, Red Queen cuts off Wesker's access to U.M.F.-013.
		Ravaged by the virus, the mansion and the lab are destroyed. Four members of Alpha Team and one member of Bravo Team escape the catastrophe. Wesker escapes the Arklay Research Facility before it is destroyed.
	(August)	Former S.T.A.R.S. member Chris Redfield learns of the G-Virus and heads to Europe to investigate Umbrella.
	(September)	Birkin completes his work on the G-Virus.
		The T-Virus spreads throughout Raccoon City via infected mice. The city is declared a biohazard as incidents of "cannibalism" continue to rise.
		The police station is destroyed, and Chief Irons descends into mania. Warren escapes the city but leaves his daughter behind.
		U.B.C.S. (Umbrella Biohazard Countermeasure Service) arrives in the city to begin rescue operations.
		Jill Valentine, who is conducting an investigation in Raccoon City, begins trying to escape the city. (*Resident Evil 3: Nemesis)
		Rookie police officer Leon S. Kennedy arrives in the city at the same time as Claire Redfield.(*Resident Evil 2)
		Umbrella deploys the B.O.W. Nemesis T-Type into the city, and it begins its hunt for former S.T.A.R.S. member Jill Valentine.
		Umbrella deploys mass-produced Tyrants into the city.
		Leon and Claire escape the city with William and Annette Birkin's daughter, Sherry. With the arrival of the U.S. military, the city is placed under martial law.
		U.B.C.S. survivors are exploited by Umbrella's official observer of the situation, Nicholai Ginovaef, and they die off one by one.
		Ada Wong and HUNK each acquire samples of the G-Virus.
		The underground lab in Raccoon City is destroyed.
	(October)	Sergei recovers the the Umbrella supercomputer U.M.F.-013 from Raccoon City
		Jill and U.B.C.S. member Carlos Oliveira escape Raccoon City
		The U.S. government decides to eliminate the virus threat by destroying Raccoon City with a missile strike.
		The U.S. government secures Leon and Sherry. A member of the U.S. Intelligence Department contacts Leon and recruits him for the secret service.
		The U.S. government issues an indefinite suspension of business decree to Umbrella. Umbrella files a lawsuit against the U.S. Government in protest.
	(November)	Spencer decides to close the Umbrella Africa Research Center.

RESIDENT EVIL™ • CHRONOLOGICAL TABLE

1998	(December)	Claire infiltrates the Paris laboratory, only to be captured and imprisoned on Rockfort Island. (*Resident Evil: Code Veronica)
		Wesker attacks the island with his own private force and releases the T-Virus onto the island.
		Claire escapes from the prison and sends an e-mail to Leon asking for help. Her location is made known to Chris.
		Jill escapes Raccoon City and goes to Chris's apartment, but he has already left for Rockfort Island
		Chris arrives at Rockfort Island and finds Wesker. Alfred Ashford escapes the island.
		Alexia Ashford wakes up from her cryogenic sleep at the Antarctic Base. Alfred dies shrotly after.
		Claire and Chris are reunited at the Antarctic Base, and together they defeat Alexia.
		They escape before the base is destroyed.
2001	(Unknown)	Wesker gets in contact with Javier.
		Javier attempts to cure his daughter Manuela, who has contracted the same endemic illness as his wife, using the Veronica Virus.
2002	(Unknown)	The missing girl incidents begin in South America
		On order of the U.S. government, secret agent Leon and U.S. SOCOM Jack Krauser deploy to South America on a mission to capture Javier. (*Resident Evil: The Darkside Chronicles)
		Leon and Krauser meet Manuela and head for Javier's mansion, where they find the bodies of the missing girls.
		Javier fuses with the Veronica plant. Leon and Krauser destroy him and leave Javier's mansion with Manuela by helicopter. Manuela is taken in by the U.S. government.
		Krauser leaves the army and disappears. He contacts Wesker and joins his organization.
2003	(February)	The Russian government receives word of the development of new B.O.W., and funds a mission to destroy the Umbrella Russia Caucasus Facility. (*Resident Evil: The Umbrella Chronicles)
		Chris and Jill take part in the mission. They are successful in destroying the new B.O.W., codenamed T-A.L.O.S.
		Wesker enters the Russia facility to acquire the U.M.F.-013 supercomputer. Sergei turns into a monster to stop Wesker, but is defeated.
		Wesker retrieves all remaining research data from U.M.F.-013, and formats the Red Queen AI.
		Data on Umbrella is submitted to the court from a mysterious source. Umbrella is declared liable and its true fall begins.
		Wesker meets Excella Gionne, an executive with pharmaceutical conglomerate Tricell. Using the data provided by Wesker, Tricell begins B.O.W. development, and Excella advances within the company.
		The Global Pharmaceutical Consortium (of which Tricell is a member) establishes the anti-bioterror unit BSAA.
2004	(Unknown)	Luis Sera, a researcher with the Los Illuminados cult, sends an email to a friend asking for help. Ada intercepts the email and uses Luis to obtain information on Las Plagas.
		Luis obtains a sample of a control Plaga and tries to escape the cult.
		Wesker sends Krauser to infiltrate Los Illuminados and obtain a control Plaga.
	(Autumn)	Krauser kidnaps the U.S. president's daughter, Ashley Graham.
		Leon S. Kennedy travels to Europe in ordered to find Ashley. (*Resident Evil 4)
		Wesker dispatches Ada to act separately from Krauser to obtain the control Plaga.
		Luis is killed by cult leader Osmund Saddler.
		Leon defeats local castellan Ramon Salazar who has fused with a mother Plaga.
		Ada defeats Krauser.
		Leon defeats Saddler.
		Ada steals the control Plaga sample from Leon, and escapes the cult's island facility.
		Leon rescues Ashley. They escape using a jet ski just before the island is destroyed.
2005	(August)	The non-government organization Terra-Save begins to call for publication of human tests carried out in India by pharmaceutical company WilPharma.
	(November)	Demonstrations are held against Senator Ron Davis for sponsoring a WilPharma research facility in Harvardville.
		Terra-Save participant Claire Redfield arrives in Harvardville Airport (*Resident Evil Degeneration)
		Former Terra-Save member Curtis Miller starts a bioterror incident in Harvardville airport, in accordance with the plans of WilPharma head researcher Frederic Downing.
		Secret agent Leon S. Kennedy arrives in Harvardville on orders from the White House. He takes Angela Miller and Greg Glenn of the local police department's special response team into the airport to look for survivors.
		Leon and Claire meet in the airport.
		Greg contracts the virus and dies.
		USAMRIID determines the virus used in the terrorist incident. The government administers WilPharma's T-Vaccine, but the transport trucks carrying it are blown up by the terrorists.
		Claire learns that there is a G-Virus sample in WilPharma's Air Dome facility, and informs Leon of it.
		Curtis infiltrates the Air Dome and steals the G-Virus.
		Frederic blows up the Air Dome. The heavily wounded Curtis injects himself with the G-Virus.
		The Air Dome systems detect the biohazard and begin a self-destruct sequence.
		Leon, Angela, and Claire work together to destroy G-Creature Curtis, and make their escape from the Air Dome. They arrest Frederic at the G-Virus transaction point.
		Tricell acquires WilPharma.
		Senator Davis dies under mysterious circumstances.
		Tricell workers recover Curtis's body.
2006	(August)	Chris and Jill infiltrate Spencer's estate to arrest him, but Spencer has already been killed by Wesker. (*Resident Evil: Lost in Nightmares)
		Chris and Jill face off with Wesker. Jill pulls Wesker off a cliff to end the battle and save Chris.
		Wesker returns to his home base with Jill. He puts her in cryostasis to use as a test subject for the Uroboros Virus.
		The following information comes to light based on information discovered in Spencer's estate:
		Spencer tasked someone named "Alex" to conduct new viral research to win him an immortal body. He provided him with hundreds of test subjects and an isolated research facility in the South Seas.
		Spencer received a call from Alex asking for more test subjects.
		Spencer received confirmation from Alex that the virus testing was a success.
		Alex subsequently disappeared with all of the information related to the experiments.
		Spencer ordered his family butler Patrick to continue human testing on the estate.
		Spencer also ordered Patrick to reveal his location to Albert Wesker. Patrick used Ricardo Irving for this purpose.
		Subsequently, Spencer released Patrick from duty.
		Spencer's location reached Wesker via the informant
	(November)	The BSAA ends its search for Jill's body and declares her officially dead. A memorial gravestone is erected.
2009	(Unknown)	The Uroboros Project begins. All Tricell researchers who worked on the project and all documents related to its development are eliminated.
		Ricardo Irving, of Tricell's resource development branch, releases Type 2 Plagas into the Kijuju Autonomous Zone. The locals are turned into Majini.
	(March)	The BSAA West African branch dispatches Alpha Team, led by Dan DeChant, into the Kijuju Autonomous Zone to arrest Irving.
		Receiving information about Jill's involvement, Chris volunteers to support the operation.
		Chris meets up with local BSAA agent Sheva Alomar in the Kijuju Autonomous Zone. They begin carrying out their actions as Bravo Team. (*Resident Evil 5)
		Alpha Team is attacked by a test subject injected with the Uroboros Virus and is wiped out.
		BSAA secret agent Reynard Fisher, working undercover in the Kijuju Autonomous Zone, is executed by Majini-turned townspeople.
		Delta Team, led by Josh Stone, meets up with with Chris and Sheva.
		The Delta Team is attacked by the Ndesu, and the entire team except Josh is destroyed.
		Irving injects himself with a strain of Las Plagas, and Chris and Sheva defeat him.
		Chris and Sheva discover the ancient ruins where Umbrella is cultivating the "Progenitor Flower."
		Chris runs into Wesker, who has Jill under his control. After the battle, Jill regains her independent mind.
		Excella is turned into an Uroboros. Chris and Sheva defeat her with the satellite laser.
		Jill and Josh leave the Tricell facility via helicopter and go to save Chris and Sheva. (*Resident Evil: Desperate Escape)
		Chris and Sheva beat Wesker and stop the missiles carrying the Uroboros Virus.
		Chris, Sheva, Jill, and Josh escape via rescue helicopter.

WESKER'S REPORT I

"Wesker's Report I&II" reproduced from booklet packaged with 'Biohazard Collector's Box' (Japan only)

My name is Albert Wesker.

At one time, I aspired to be a researcher with the pharmaceutical corporation Umbrella. I was placed in the Management Training Facility near the provincial Raccoon City in the American Midwest. It was there I first met my soon-to-be-colleague William Birkin. His genius inspired me to take a different path.

Birkin soon became Umbrella's foremost researcher, and used our T-Virus experiments as a jumping-off place to develop the new G-Virus. Meanwhile, I was made the chief of S.T.A.R.S., Raccoon City's special forces unit created to combat violent crime and increase citizen morale.

This was all the result of a secret agreement I had made with Lord Ozwell E. Spencer, the president of Umbrella. He had ordered Birkin and I to assassinate our former mentor, Dr. James Marcus. If the position with S.T.A.R.S. was to be my "reward," then it seemed he thought poorly of my ability.

Karma, however, is the great equalizer. When "the incident" broke out around the mansion on the outskirts of Raccoon City, Umbrella raced to cover it up.

That incident...

Mutilated bodies began to appear in the forests surrounding the mansion, the result of a T-Virus outbreak from the mansion's housed research facility. At first, Umbrella instructed me to keep S.T.A.R.S. out of the case, but as the citizens' emotions began to heighten, we had no choice but to move in.

Umbrella knew it was on the verge of an unprecedented crisis. Fearing what the incident might bring to light, they gave me the following order: "Dispatch S.T.A.R.S. to the mansion and dispose of them. Then, report the situation to headquarters so that their combat with the B.O.W. can be used for data analysis."

I dispatched the Bravo Team first. As expected, the top elite of S.T.A.R.S. gave all they had, and became useful sample data.

Then following, I geared up the Alpha Team to "search and rescue" the lost Bravo Team.

The members of the Alpha Team also proved their worth, and as expected, many died. In the end, there were only five survivors: Alpha Team's Chris Redfield, Barry Burton, and Jill Valentine; and Bravo Team's Rebecca Chambers and Enrico Marini.

This incident was my once-in-a-lifetime chance. I had a longstanding invitation to join one of Umbrella's rivals corporations, and wished to bring them a Tyrant as a gift. This affair would give me the opportunity to steal one. But to truly sell the corporation on the idea, I would need the actual combat data of the Tyrant.

The surviving privileged members of S.T.A.R.S. were the perfect bait. If all went as planned, I could gather the Tyrant's combat data and exterminate the last of S.T.A.R.S. in one fell swoop. I decided to have one of them play the Judas, and draw them to the Tyrant. That Judas was Barry.

Barry was the strong, 'truth-and-justice' kind, and cherished his family more than anything. His type is easy to manipulate. I simply took that most important thing away from him.

My only miscalculation was the high potential of Chris and Jill. But with Barry playing the Judas, the scheme went as planned. Then the winds turned, unexpectedly.

The stalling point was Enrico, Bravo Team's captain and my second-in-command at S.T.A.R.S.

A skilled combatant, he also possessed keen observation skills and a strict sense of justice. He overheard my conversation with Barry and deduced that I was the one behind it all. If he decided to tell anyone, I knew he was credible enough to be believed.

I had to eliminate him, and used Barry to get to him. But there would be one final hitch in my plans...

With one nuisance out of the way, I awaited the sample specimens that Barry would bring to me in the Tyrant's room. I injected the virus I obtained from Birkin in advance, and with Chris looking on, I unleashed the awesome Tyrant from its slumber. I let it attack me so that it would appear I had died.

After all, if I made Umbrella believe I was dead, it made it far more convenient to sell myself to the opposing corporation.

According to Birkin, the virus had profound effects. It would put my body in a state of temporary "death." It would then bring me back to life with super-human powers. As my consciousness faded away, I was certain that the whole scheme would end in success.

Never did I imagine that S.T.A.R.S. could slay the evil creation. I lost the Tyrant, and the plan I devised—which cost me my humanity—ended in failure. Now, anyone or anything that stood in my way would be terminated. It has been that way for a long time, and it always will be. At all costs, I had to make S.T.A.R.S. pay!

Two months passed since the Mansion Incident. To regain everything that I had lost in my new organization, I joined hands with Ada Wong, a female agent who was also sent to spy on Umbrella.

She related the information that Umbrella was close to perfecting its new G-Virus, but the man who had developed it was refusing to hand it over.

I knew in my bones that the key developer was William Birkin, but what he didn't know was that Umbrella did not play games... with anyone. Eventually, Birkin would be assassinated, and the G-Virus would be in the hands of Umbrella.

I did owe Birkin a favor, though, and thought that I might make an effort to save him. He could join the company where I was now employed, and bring the G-Virus with him as an offering.

But the salvage team led by HUNK was ahead of us. By the time they got to Birkin, he had already injected himself with the G-Virus. He became his own creation, and decimated them.

Soon after, the T-Virus, carried by rats, spread throughout Raccoon City, and Umbrella faced its worst scenario. With the assistance of the U.S. Government, they raced once more to cover up the incident.

Their desperation was obvious from the deployment of a new B.O.W. by the name of Nemesis, which was developed in Umbrella Europe. It became imperative that our organization also obtain the Nemesis data.

Then, a new revelation: Birkin used to hide the findings of his studies in his daughter Sherry's pendant. It was very possible that the G-Virus was there. While Umbrella was busy with their cover-up, we had to capture Sherry before they did.

I sent Ada undercover to seek the location of Sherry. I, the dead man—on the other hand—had to work in the shadows.

A spy's obligation and priority is in the mission, to carry out the mission like a machine without any emotional interference. But her interaction and involvement with Leon S. Kennedy had sparked an affection growing inside her. My instincts sensed danger. Something had to be done, quickly.

My instincts did not disappoint me. Even though Ada almost had her hands on the pendant Leon acquired from Sherry, that affection of hers drove her to her death…but she was still of some use, and I had to save her life.

My people hurried to retrieve the G-Virus that Leon threw away. But HUNK, the only survivor of Umbrella's salvage team, was there before us. Our only option left was to bring back Birkin, the monster, as the sample specimen, and have him finish off Leon and Claire in order to obtain his combat data.

Although Birkin lost the battle to Leon and Claire, we succeeded in gathering samples of the G-Virus from his dead body.

In the morning, the government bombed Raccoon City in an attempt to stop further viral outbreak. This was, of course, their feigned reason.

Later, Claire left for Europe to find her lost brother, Chris, and Leon joined forces with Barry in an underground anti-Umbrella organization.

Sherry is safe in our hands.

I would never underestimate Birkin. There's something about this little girl…

WESKER'S REPORT II

"Wesker's Report I&II" reproduced from booklet packaged with 'Biohazard Collector's Box' (Japan only)

JULY 31, 1978 (MONDAY)

"A FEMALE TEST SUBJECT"

My first visit to that place was the summer I turned eighteen, twenty years ago. I still remember the foul odor kicked up as the helicopter stirred the grass as it neared the ground. From the air, the mansion seemed unremarkable, but from the ground level, it was clear that something was off. Birkin, who was two years younger than I, was of course too interested in his research files to notice…

We had been assigned there two days prior, the same day that our previous place of employment, the Management Training Facility, was closed. Whether it had been planned this way from the beginning, or whether it was merely a coincidence, I suspect only Spencer knows for sure.

That place, the Arklay Research Facility, was the American center of Spencer's T-Virus research at the time.

We got off the helicopter and approached the elevator. The facility's director was there, waiting for us.

I remember nothing about him now; not even his name. Regardless of what was said officially, from that day on, the Arklay Research Facility belonged to Birkin and I. As its chief researchers, we had free rein over the direction of the institute. This was just as Spencer willed it, of course. He had chosen us for this purpose.

Neither of us gave the director a second glance as we boarded the elevator. I had memorized the layout of the structure the day before, and Birkin was off in his own little world. One would have expected the director to reproach me for this, but in fact, he showed no reaction at all.

I was an arrogant young man back then, and didn't give a second thought to the director's actions. Thinking back, though, I imagine it was because he knew Spencer's mind in the matter far better than I. He knew that I was no more than a puppet.

The three of us rode the elevator down to the basement, and Birkin didn't once take his eyes off the documents in his hands. They detailed a new strain of filovirus known as Ebola. The disease had surfaced two years previous in Africa, and people all around the world continue to study it to this day.

Even now, those who study it do so for one of two reasons: to save people, or to kill.

As we know, the mortality rate of one infected with Ebola is 90%. An incredibly fast-acting virus, it can demolish the body's internal structure within ten days, and even now there is no definite cure. If one could harness its power as a weapon, it would truly be something to fear.

Of course, the recently-passed Biological Weapons Convention made it illegal to research a virus for weaponization purposes. There could be no guarantee, of course, that someone out there wasn't doing it anyway, and it was perfectly legal to do research in preparation of such an eventuality. That was our loophole.

You see, when researching ways to protect yourself from a weapon, you must first postulate how such a weapon might work. In point of fact, there is no difference at all between researching a weapon and researching its cure. Therefore, it is entirely possible for one to research the former, while pretending one is working on the latter.

Birkin, however, was studying Ebola not out of any particular interest in developing a cure, nor in its weaponization possibilities. As a weapon, it had far too many shortcomings.

First, Ebola dies quickly outside of a living host. It also dies instantly upon exposure to ultraviolet radiation, which is present in common sunlight.

Second, Ebola kills its human host so quickly that there is very little time for it to infect others.

Third, transmission of Ebola requires physical contact between hosts. This makes it easy to guard against.

Now, consider this hypothetical situation.

What if an Ebola carrier were capable of walking around and transmitting the virus to others? What if they did it in in such a state of disorientation, that they would willingly come in contact with uninfected humans?

What if the RNA in Ebola's genetic code were capable of influencing a human's own? What if this change bestowed inhuman endurance upon its carrier, making them incapable of being stopped through normal means?

Would this not result in a 'living bio-weapon' -- dead from a human perspective, but capable of becoming a walking carrier of the virus?

Indeed, we were grateful that Ebola had none of those properties. It meant that we were still the only ones in possession of such a virus.

For in truth, the Umbrella corporation that Spencer founded had harnessed a virus with just those capabilities. To the world, Umbrella was a pharmaceutical company attempting to cure disease, but underneath, it was a factory for the creation of these bio-weapons. They told me it started with the discovery of the "Progenitor Virus," a virus that recombined the genes of living organisms.

In order to create a living bio-weapon using the Progenitor Virus, we were to induce mutations in the virus to encourage the properties in question. This the ongoing "T-Virus Project."

As an RNA Virus, the Progenitor had a high rate of mutation, which allowed us to enhance its desired properties very quickly. In fact, the reason Birkin was interested in Ebola was to potentially enhance these properties by selective splicing with Progenitor. Our facility had, at that time, already received a sample of Ebola.

It took us several changes of elevators before we arrived at the structure's lowest floor. Once there, even Birkin was compelled to look up from his notes. That was our first encounter with "her."

We had been told nothing about her in advance. She was the institute's best-kept secret; not a single piece of data about her filtered to the outside. Records indicated that she had been there since the time of the institute's founding.

She was 25 years old when I first met her. Even now, I have no idea what her name was, or how she came to be there. I knew only that she was a test subject for the development of the T-Virus.

That development had begun on November 10th, 1967.

In the eleven years since that day, she had remained, injected over and over with a wide variety of experimental viruses.

Birkin gazed upon her in awe, and whispered something below his breath. I don't know if they were words of damnation or of praise, but in that moment, we both knew that we had come to the point of no return. We could guide the research to success, or rot away in obscurity like 'her.'

It was obvious which one we were going to choose. The sight of the woman laying on that metal-frame bed had stirred that instinct inside both of us. Had Spencer planned for this, too?

(The next record picks up three years later.)

JULY 27TH, 1981 (MONDAY)

"ALEXIA: 1"

(Three years after previous record)

On this day, a ten-year-old girl was assigned as head researcher at Umbrella's Antarctic Research Facility. Her name was Alexia Ashford.

I was twenty-one at the time; Birkin was nineteen.

I'll admit it was annoying. Even at our own Arklay Research Facility, the researchers could talk of nothing but this "Alexia." The Ashford family name was still legendary, particularly among the older researchers who had been with Umbrella since the beginning.

The old fools had long had a mantra which they invoked whenever our research did not go as planned: "If only Dr. Edward were here..."

It is true that Edward Ashford was one of the discoverers of the Progenitor Virus which had formed the basis for our T-Virus Project. He may have been a brilliant scientist. But he had also died very soon after Umbrella was established, and it had been thirteen years since his passing. What good was there in clinging to a dead man's name?

The reality was that in the thirteen years since Edward's death, the Antarctic facility founded by his son had produced not a single result. It was obvious that this granddaughter, "Alexia," would amount to little more. Nevertheless, on that day, those rotting old dotards under us took up a new mantra:

"If only Lady Alexia were here..."

I feared for the future of our research, with fools working beneath us. To be incapable of judging a man outside of his family name! No matter what age they reached, such sycophants would never be capable of acting without another man's say-so.

Nevertheless, I remained calm. I knew that as the Arklay Institute's head researcher, losing my temper would merely stall development of the T-Virus. Success could only be achieved through clear-headed judgment. And so, I had the following thought:

The success of my research depended on making the best use out of those decrepit old dignitaries, and men already so close to death would be the most suitable to the dangerous experiments. After all, what good is a leader if he does not make the most efficient use of his human resources?

The only problem was Birkin. His reaction to the 'Alexia' rumors was truly unfortunate.

He had never spoken of it, but it was clear that he took great pride in being made head researcher at such a young age. That pride had been shattered to pieces by a ten-year-old girl. Perhaps it was the first time the young genius had ever tasted defeat.

The existence of Alexia—female, younger, and from a famous family—was anathema to him.

It was unthinkable to me that he could be so bothered by some girl in a foreign land with not a single accomplishment to her name. But in the end, I suppose he too was still a child. Regardless of his immaturity, though, I needed Birkin back on his feet. In these last three years, our research had already entered the second stage.

At that point in time, we had created a strain of T-Virus that would reliably result in a living bio-weapon which we codenamed "Zombie." The virus's influence on the human genome, however, was not a 100% guarantee. Since genes vary subtly from person to person, it followed that some humans were simply not compatible.

Even a direct transmission from a Zombie only guaranteed a 90% chance of infection. No matter how much genetic research we did, this fact was unchangeable.

One would expect a 90% transmission rate to be sufficient for a biological weapon, but Spencer disagreed. He wanted a free-standing weapon that could, by itself, annihilate 100% of its targets. Why, you ask? That, I cannot say.

Initially, I was under the impression that we were researching to find a way to produce biological weapons en masse. But the "living bio-weapons" we were now developing had begun to prove costly. If it were simply a matter of money, then, Spencer would never have chosen this path.

A profit could have been made on the fruits of our research by supplementing it with standard weapons technology. But this "free-standing weapon of destruction" he described was incredibly cost inefficient. What reason could he have for continuing such research, even after it proved unprofitable?

One could speculate that he wished to change the definition of war, and thus, monopolize the munitions industry...but even now, I don't know if that was his true aim or not.

Speculations about Spencer's real intentions aside, Birkin began working on a living bio-weapon specialized for combat. He created it by splicing the genes of other organisms into the human genetic code as altered by the T-Virus.

This combat-specialized bio-weapon, which we named "Hunter," was designed to eliminate armed enemies or any humans not affected by the standard virus. We were briefly forced to suspend that line of experimentation, however—to protect the test subjects from Birkin.

His futile jealousy towards Alexia had caused him to stray from established methodology. He remained in his laboratory twenty-four hours a day, driven by whim to experiment after experiment. The other researchers and I worked to extract as many samples as we could before the experiments died, but we simply couldn't keep up.

The director continued to supply him with fresh test subjects as if nothing was wrong, and he ran through them like tissue paper. It was a living hell—but through it all, one person survived: the "female test subject."

She was twenty-eight years old at the time, and had been in the laboratory for fourteen years. I believed she had lost her human reason fourteen years earlier when she was first injected with the Progenitor Virus. If she still had her human soul, I am sure that "death" is what she would have longed for.

Nevertheless, she lived on.

What was it that kept her going? None of the data we retrieved from her differed from the other test subjects. We would eventually unravel that mystery, but it would take several years.

(The next record picks up two years later)

DECEMBER 31ST, 1983 (SATURDAY)

"ALEXIA - 2"

(Two years after previous record)

It was winter, six years since I had begun working at the Arklay Research Facility. The last two years had been stagnant, with no significant progress made. At last, however, there was a development.

It began with a communication we received that morning: Alexia had died. The cause of death was an accidental outbreak of the T-Veronica Virus which Alexia herself had been developing. She was twelve years old at the time; too young, it seemed, for such dangerous research.

There was a rumor that Alexia had injected herself with T-Veronica, as per her plan all along. This struck me as extremely unlikely, however. More conceivable was that she had made a fatal mistake out of grief over her father's disappearance a year before.

Subsequently, the last remaining Ashford heir took over the Antarctic Research Facility. Despite being Alexia's twin brother, though, no one expected much from him. In the end, it seemed only natural that the famous Ashford Family should come to ruin with nothing to show for it. As I predicted, the "legend" was merely that.

After Alexia's death, Birkin changed—or perhaps I should say, he returned to normal.

The returned recognition of his subordinates is what had the greatest impact. He was once again at the top of his world.

Even then, however, it was forbidden to speak of Alexia in front of him, and he vehemently opposed my proposal to acquire a sample of T-Veronica. I realized I would have to take the long way around if I wanted to get to the truth behind her research.

In the end, things had turned in our favor, if not due to any personal growth on Birkin's part. Still, I had weightier matters on my mind.

The Arklay Research Facility deep in the middle of a forest; I had strolled through it often and never encountered a soul. This was only natural, as the only way in and out was by helicopter.

Such an uninhabited area was the logical choice for such an institute, to minimize damage in the off chance of a viral outbreak.

In the case of a virus that created living weapons, though, it was not so simple. After all, humans were not the only ones that could contract this virus.

Very few viruses find potential hosts in only one species. The Influenza Virus, for instance, has been confirmed in such non-human creatures as birds, pigs, horses, and even seals.

One complication to this is that a given virus will not necessarily affect every species within a given category. For instance, some viruses that affect ducks and chickens will not spread to other birds.

Accounting for individual strains of a virus complicates the potential host selection further. Even when looking at a single virus, there is no way of knowing exactly how many organisms might be potential hosts.

The problem posed by the T-Virus was its incredible ability to adapt to almost any type of host.

I had first begun investigating the T-Virus's cross-species transmissibility during Birkin's useless period. My research showed me that there were potential hosts for the T-Virus among nearly every class of organism. Not just mammals, but plants, bugs, fish...members of nearly all species were capable of contracting the T-Virus.

When I left the research facility to take my strolls around the forest, one question was always foremost on my mind: Why did Spencer choose this location?

The forest had a diverse ecosystem. If there were a viral outbreak, what would happen if it found a compatible host in the area? If an insect caught the infection, one might think the threat would be relatively minor due to its miniscule size. But insects are biologically capable of starting outbreaks on a massive scale.

How far would the virus spread, in such a case? If it infected a plant, which cannot move on its own, one would expect contamination to be limited. But then, what of the pollen released by the plant?

The place was practically a powder keg. It occurred to me that the Ashfords had been wise to choose the Antarctic to conduct their research. The only conclusion, when coming from that perspective, was that the institute was located here for the purpose of causing an outbreak.

Could such a thing be possible? What was Spencer trying to make us do?

The problem was too big to discuss with the other researchers. The only person I might speak to about it was Birkin, but it was clear that even with the two of us, there was nothing we could do. I needed more information.

I realized, however, that there were limits to what I could learn as a simple researcher. If I wanted to know Spencer's true intentions, I couldn't continue living in a bubble. I had no qualms about throwing away my position if it meant coming closer to that goal...but I couldn't move too quickly. If Spencer realized what I was doing, all would be lost.

To throw off suspicion, I re-devoted myself to my work with Birkin. The "female test subject" was again forgotten in a corner. We had begun to call her the "living failure," due to our inability to glean useful data from her.

That was, until five years later...

(The next record picks up five years later)

JULY 1ST, 1988

"NEMESIS"

(Five years after previous record)

Summer was in its early stages, and we were coming upon our eleventh year at the Arklay Research Facility. At that time, I was twenty-eight years old, and Birkin had become the father of a two-year-old daughter. His wife was a fellow researcher at Arklay.

It might seem unthinkable for a person to fall in love, get married, and have a child in such a place. But Arklay was a haven for eccentrics. In order to thrive there, you were required to be slightly mad.

Meanwhile, after ten years of research, our experiments had finally entered the third stage.

It was an elite combat-specialized bio-weapon: intelligent, and capable of following orders as a soldier. We code-named the monster "Tyrant," but there was a major obstacle holding back the project from the beginning: the obtaining of organisms which could serve as the basis for the Tyrant. The sheer lack of genetically compatible humans was a seemingly insurmountable problem.

The problem had to do with the nature of the T-Virus.

The strain of T-Virus used to make Zombies and Hunters was compatible with most humans, at the cost of degrading the host's neural structure. A certain degree of intelligence was required to become a tyrant, and so to circumvent this problem, Birkin extracted a new stain that would have minimal effect on the subject's mental facilities if the subject were compatible. Unfortunately, there were very few subjects with such a compatible genetic code.

In genetic analysis group simulations, only one in a million infected subjects manifested as Tyrants; the others became mere Zombies.

I believed that if we could only continue our research, we might develop an advanced form of T-Virus that would cause a greater ratio of people to manifest as Tyrants. But for this research to proceed, we would still need humans compatible with the current strain.

If we searched all of America, we might only find a few dozen such humans, and the likelihood that these people would end up in our testing sample was infinitesimal. Even with the forced compliance of other institutes, we were only able to assemble a handful of subjects who came close to matching. Our research was run aground before it even begun.

It happened that at the same time, rumors surfaced that a certain facility in Europe had completed a 3rd stage living bio-weapon, coming at it from a completely different angle. It was called the Nemesis Project.

With our own research stalled, I began working to obtain a sample of that research. Birkin was naturally against it, but I managed to convince him. Even he had to admit that our own research could not continue without proper test subjects in hand.

The package from Europe had to pass through numerous transit points, and it was several days before it arrived. It came late one night, a small box delivered at the heliport that bore the label, "Nemesis Prototype."

Getting our hands on the sample still in development required quite a bit of strong-arming. It was only through Spencer's backing that we received it.

Birkin never showed any interest in the sample, but nevertheless acknowledged the importance of the experiment. The sample was a radically new concept in our field: a parasite constructed entirely through gene manipulation.

An organism specialized for intelligence could do nothing on its own, but as a parasite, such a creature might be capable of functioning as a "brain" for a more combat-capable one. One could then design the brain and body separately, and combine the two into a single living bio-weapon. Such technology would allow one to focus on the organism's combat capabilities, without the need to consider its intelligence. The only problem was that they had not yet succeeded in creating a stable parasitic "brain."

The papers that came with the sample were nothing so much as a long list of failures. The hosts inevitably died within five minutes of the Nemesis parasite establishing control.

Nevertheless, even this flawed prototype brimmed with potential. If we could only extend the parasite's life, we would take the initiative on the Nemesis Project. That was my goal, and I intended to use the "female test subject" to reach it.

I speculated that her abnormal vitality might allow her to harbor even the Nemesis Prototype for a significant time. In the event that I was wrong and the experiment failed, it would be no loss on our end, either.

The experiment was definitely successful, but not in the way I had intended. The Nemesis we inserted into her brain vanished. At first, I had no idea what happened. I thought that perhaps the parasite had overwhelmed and consumed her...

That was the beginning.

For years, she had done nothing but live on uselessly. Now, something was awakening inside of her. We decided to investigate her once more from scratch.

Over the last ten years we had exhausted every possible line of inquiry regarding her. We now threw all of that data out. There was something inside her; something that had gone unnoticed in the entire twenty-one years she had been there.

After many long hours of study, it was Birkin who found it. Something did exist inside of her, wholly different from the T-Virus Project we had expended so much time on.

This revelation took our research in a whole new direction; one that would shape all of our destinies. It was the beginning of the "G-Virus Project."

(The next record picks up seven years later)

JULY 31ST, 1995 (MONDAY)

"G-VIRUS"

(Seven years after previous record)

When I descended upon that place once more, it was summer, the same day I had arrived seventeen long years ago. Any time I came there, I smelled the same odor. The surrounding scenery and structures, too, were the same as they ever were.

Birkin was there with me on the heliport, just as he had been then. It had been a long time since I had seen him, for I had left the Arklay Research Facility over four years prior.

That was the time when Spencer approved Birkin's proposed G-Virus Project, and accepted my transfer request to the Intelligence Bureau. From the outside, my request would have looked like a natural evolution, that I had abandoned the road of the scientist to try a change of fortunes.

To tell the truth, the "G" concept had gone to a level far beyond my understanding. Although my real aim was to find more about the reason behind Spencer's actions, but at the same time, I really had met my limits as a researcher.

The helicopter kicked up a wind as it lifted off. Birkin was, as always, to consumed by his documents to notice.

He made periodic visits to Arklay in those days, but he was no longer associated with it. Some time ago, he had been transferred to a new, massive underground facility in nearby Raccoon City. That was where he would develop the G-Virus.

In all honesty, I had not expected Spencer to authorize "G" those four years prior. After all, it was a completely unproven idea, even more divorced from the concept of making a weapon than our previous research.

The major distinction between "G" and the T-Virus was

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the rapid mutations that G enacted on the body of its host. Any RNA-based virus was of course likely to mutate, but that applied only to the virus's own genetic code. The genes of an organism were a different matter.

Even if a virus enacted structural changes on an organism, it was extremely rare for the genes of the host organism themselves to mutate, outside of certain exceptions such as radiation exposure.

By contrast, an organism infected with G would continue to undergo rapid structural mutations for as long as it lived, free of any such external influence.

The T-Virus has a feature not entirely dissimilar to this. We had confirmed that within certain environments, the activation of the virus within a living bio-weapon could cause fresh alterations to the organism's genetic structure.

In order for that to happen, however, an external source was required as a catalyst, and the structural alterations were always more or less predictable. G-Creatures had no such restrictions. No one could predict the course of their changes. No matter what countermeasures one envisioned, it could always mutate to nullify them.

Seven years before, Birkin had caught his first glimpse of this in the 'female test subject.'

Even when nothing changed about her on the surface, on a deeper level, she was constantly changing. Each experimental virus we injected into her was quickly assimilated as she lived on.

Those twenty-one years of internal mutation had rendered her capable of assimilating even the Nemesis parasite. The purpose of the G-Virus Project was to see how far those capabilities could go.

The question remained. Would the final result of these experiments be an idealized life form...or a being mutated into uselessness? Either way, could it really be called a weapon?

What was Spencer thinking when he approved this? Even after four years in the Intelligence Bureau, I still had no idea of what he was thinking. In those days though, one rarely saw Spencer at all, not even at Arklay. It was almost as if he was preparing for something...

Spencer had become like a mirage, growing ever more distant, but I knew that a chance would come eventually. I would just have to live long enough to meet it.

With Birkin and I inside, the elevator took us to the lowest level of the facility, the place we had first encountered 'her.' The facility's new head researcher was there: Birkin's successor, a man by the name of 'John.' He had transferred from the Chicago facility, and was said to be a superior researcher. For this kind of work, though, he seemed a bit too morally upright.

It seemed John objected to some of the facility's more barbaric practices, and sent proposals to rectify this to the upper management. At least, that was the rumor in the Intelligence Bureau. General consensus on the matter was that if we ever want information to leak to the outside, we should start with John.

For the moment, though, Birkin and I ignored him. Our business was with "her."

We were there to kill her.

Absorbing 'Nemesis' had restored some of her intelligence, but the actions she took since then had been wholly bizarre. Her behavior had escalated, and at last culminated in tearing off the faces of other women and wearing them for herself. According to the records, she had tried to do the same thing when she was first injected with the Progenitor Virus.

None of us knew the meaning behind her actions, but after three researchers lost their lives at her hands, it became clear that she could not be allowed to live. Now that the G research was on track, there was no longer any value in keeping "her" around.

We remained there for three days to confirm that her life signs had stopped completely. Then, the director ordered her body taken away. I never learned who she was, or why she had been brought there. Of course, in that regard she was no different from any other test subject; but to her in particular, we owed the existence of the G Project.

Had it not been for her, my life and Birkin's would have gone very differently.

As I left the Arklay Research Facility behind, though, I couldn't help but wonder: How far ahead had Spencer planned this?

(The incident begins three years later)

WESKER'S EXTRA REPORT

"Wesker's Extra Report" reproduced from booklet packaged with 'Biohazard The Umbrella Chronicles' (Japan only)

A matter of great interest has come to my attention.

A village in Russia's Caucasus region has been plagued by a series of bizarre murders. The locals are in a panic. They claim it to be the work of a local mythological creature, the Almas...but the tragedy too easily calls to mind those brutal deaths that occurred in Raccoon Forest not long ago.

Just three kilometers from the town lies a run-down Soviet-era chemical plant. My investigations reveal that this plant is currently the property of a distinguished branch of the European aristocracy. I have also learned that five years ago, a significant investment of foreign capital was made to fund a large-scale expansion beneath the plant. Geological surveys indicate a foundation of solid bedrock below, well-suited to a certain type of facility.

This is the final piece of the puzzle.

It has been five years since the loss of Raccoon City, yet Umbrella has stubbornly refused to die. Their stocks plummeted when they were blamed for the outbreak, yet they have been able to buy time with a court campaign claiming that it was all a government conspiracy.

Umbrella's formerly close relationship with the government has worked in their favor. Every country has a few skeletons in their closet, after all, and publicizing those secrets in the courtroom has made for a fine distraction to keep them afloat.

It is true that a certain degree of madness underlies all things—people, organizations, nations—but none can compare to the madness of Umbrella. The incident five years ago proved that much.

Nevertheless, signs of the fools' revival have begun to come to light. B.O.W.s are being supplied into areas of conflict. I have traced these supply lines to Umbrella itself, which has reorganized itself behind the scenes.

The time is close at hand. They have shaped the T-Virus anew, exploring its potential to create a more marketable product. But this temporary success only reveals their own lack of imagination, for they think of the virus as nothing more than a means to create better biological weapons.

The Philosopher's Stone belongs in the hands of a worthy alchemist. The unworthy should leave the stage gracefully.

This will be Umbrella's final curtain.

ADA'S REPORT

* A reprint of Ada's Report from Resident Evil® 4 (PS2/Wii/PC)'s "Extras"

REPORT #1

The only reason I've taken on this mission is to get closer to my own objective. No matter what happens, I can't let anyone figure that out. Of course, hiding in the shadows isn't my style. I'll have to reveal myself to him and offer advice once in a while.

Here's what I know so far. Osmund Saddler's cult is known as Los Illuminados. They've resurrected some sort of parasitic organism that they call Las Plagas. That's all my organization knows for sure, though Saddler's occult activities seem worthy of investigation.

The Salazar family, castellans for generations, possess the ability to control Las Plagas. The organization's hypothesis is that a unique frequency of sonic waves sensed only by the parasites is used to control them. The same principle used in dog whistles.

This was inferred through the analysis of a tissue sample we retrieved. The tissue contained an organ presumably used for sensing sound waves. I've seen cult members carrying ceremonial rods and I wonder if they emit these sounds. Of course, this is purely theoretical.

The organization needs samples of the parasite to confirm or disprove these theories. That is the main objective of my mission and the only way to prove my loyalty to the organization. The opening moves in this chess game have been played. There's no turning back now.

REPORT #2

Among all the people involved in this, Luis Sera has the least entanglements. He works for no organization, preferring to move on his own. I'm the one who told the organization of his importance. I did it because I like him. I was impressed by the passion that exuded by his very nature and background.

It was a stroke of luck that I happened to intercept his e-mail for help. It seems he can't trust the police, so he sent the e-mail to an old friend from college. He must have thought his friend was still alive. At any rate, that's how I managed to find him.

Apparently, he'd been conducting his own investigation of the cult while doing research on Las Plagas. A brilliant scientist, he's accumulated a pile of data and pieced it all together. Must be why Saddler hired him. Too bad Sera's snooping has aroused his suspicion.

When I told him who I was, he practically begged to be taken into custody. He needed protection. He said, "I have no love for Las Plagas or this stupid cult. I want out. I just want peace and quiet again." I ordered him to bring me a master Plaga specimen—a sample for evidence.

Looks like he's one of the few people whom Saddler actually trusts. Tracking him down and getting my hands on the sample shouldn't be difficult. I doubt the cult will take kindly to his escape, though. I'll have to guide this along if I want it to go smoothly.

REPORT #3

Jack Krauser has been the subject of extensive study and research by the organization. His skills and personality have been tested both on and off the battlefield. If he weren't the best, he would become a liability that would jeopardize the rest of us.

My conclusion? He's a great soldier. No more. No less. As long as he's well compensated, he shouldn't cause any problems for us. If he does start to get restless, I can take care of him. I've studied his combat style and can deal with that arm of his if necessary.

Krauser answers directly to Wesker, and it was Wesker who decided that Krauser should be sent to spy on the cult. He also decided to send me along. I wonder if it wasn't to keep an eye on Krauser.

No doubt Krauser has already fallen to the temptation of Las Plagas and the power they represent. This could have dire consequences for the organization. On some level,

ADA'S REPORT CONTINUED

* A reprint of Ada's Report from Resident Evil® 4 (PS2/Wii/PC)'s "Extras"

however, this may be a necessary development, as his role is to disrupt this farce of a play.

That said, the stage and its players will ultimately come crashing down in the end. Bad luck for him, but he'll play the patsy in the end and take the fall for all of us. That's why I need to make sure things keep going exactly as they are.

REPORT #4

Leon S. Kennedy...Perhaps the most essential part of this mission. This story wouldn't be complete without him and his formidable survival skills. He has what it takes to survive against overwhelming odds. I've seen him do it before. And he's improved since then.

Practically a genius, he has smarts and he knows how to use them. On top of that, his service as a government agent has toughened him up. I'll work behind the scenes to make him think he's the primary player here, though it may be naive of me to think that'll be easy.

Considering the involvement of both Saddler and Krauser, the possibility of unforeseen problems is there, but I need him in the supporting role for me to achieve my goals. I'll do whatever it takes to keep him in his place and make this all go smoothly.

Of course, his role didn't exist at all until a few months ago. Back then, my role was much simpler, too. But that was before the President's daughter was abducted and Leon was dispatched alone to find her. Talk about a major script revision.

I don't think I need to worry. Leon's been through worse and always comes up smelling like roses. His consistent luck is part of the reason why I have absolute and unshakable faith in my vision of what's in store for him.

REPORT #5

It wasn't easy, but I'd say the mission has been a success. Getting my hands on the sample was my initial objective after all. But I've sent Wesker a different present, just as the organization ordered. Pretending to work with him was entertaining.

Albert Wesker...I wonder where he's headed next. Something tells me that this whole affair was just a taste of what he's got in store. To him, Umbrella represented power. He used it to hide behind while he made plans of his own. And now the umbrella's been folded.

With the sanctuary of their old umbrella ruined, those in power struggle to erect a new one. They are aware of their own crookedness and deceit as they engage in their personal war of light and darkness. That's why Wesker will stop at nothing in opening his new umbrella.

The giant pharmaceutical corporation "S" maintains medical and drug facilities the world over. We know for certain that Wesker has been in contact with them following Umbrella's demise. There's no doubt we'll next hear from him there. The organization must remain vigilant.

But Wesker's not stupid. He knows exactly what the organization is thinking. He and I still have time to continue our little game of cat and mouse before the next move is played. The mission may be over, but the battle is just beginning.

RESIDENT EVIL™ SECRET REPORT

Transcribed from Resident Evil® 5 files

BSAA

Following the annihilation of Raccoon City, Umbrella was hit hard with multiple lawsuits for their involvement in the incident. But there was an organization that was hit even harder by the fallout of that incident: the Global Pharmaceutical Consortium, an organization comprised of pharmaceutical companies from around the world.

Umbrella's development of and experimentation with Bio-Organic Weapons (B.O.W.), along with the sale of those weapons on the black market, caused people to distrust the Global Pharmaceutical Consortium, and the fact that Umbrella was an executive board member only deepened their misgivings.

If things had ended there, the consortium may have just escaped with a tarnished reputation. But in today's world, medicine is an integral part of almost all medical procedures. The public is also quite informed when it comes to which medications are trusted and which are not. If the population loses trust in the pharmaceutical company responsible for creating certain medications, it can quickly bankrupt said company.

The Umbrella trials took a turn for the worse for the consortium when prosecutors presented evidence that incriminated many other pharmaceutical companies.

Prosecutors showed that Umbrella acquired medicines and techniques developed by other companies and employed them in their own bioweapons research. They commissioned each of the respective companies to only partially develop certain medications so that they could not be traced to what was ultimately being developed. The responsible companies thus unwittingly contributed to the development of bioweapons.

Until this development in the case, the consortium looked at the lawsuits as Umbrella's problem. Now the problem was thrust into their laps, as well.

The companies that were linked to Umbrella faced the possibility of sharing blame for the deaths of hundreds of thousands of innocent people, and if Umbrella lost the lawsuits, they would face bankruptcy as well. Even if Umbrella was found not guilty of any wrongdoing, the negative publicity would not only be disastrous for sales, but the governments of the world would revoke the companies' permits to sell their products.

Not having permission to distribute their products worldwide would effectively dismantle their businesses.

The pharmaceutical companies realized they had no choice but to take drastic measures to counter their dismal prospects.

The consortium decided to strike a deal with the prosecutors. They would put all their efforts into assisting with the case against Umbrella, even to the point of turning over any internal company documentation. The prosecutors in the case, being obsessed with seeing Umbrella fall, agreed to accept the help of the consortium's companies, and in return they would not pursue legal action against them.

In 2003, Umbrella was found guilty on all charges. With its fall, the scandal that rocked the pharmaceutical industry to its core could finally be put to rest.

But Umbrella's dismantlement led to an unforeseen situation.

In the fallout of Umbrella's collapse, B.O.W.s began to show up on the black market. The weapons wound up in the hands of terrorists, guerrilla fighters, and unstable state governments. Soon the threat of these B.O.W.s began to be felt around the world.

Faced with a new Umbrella-like crisis, the Global Pharmaceutical Consortium knew they would have to take immediate action.

It was then that the Bioterrorism Security Assessment Alliance (BSAA) was formed to fight threats from B.O.W.s.

Upon its initial foundation, only eleven elite individuals were made part of the BSAA. Their job was limited to that of observers to armies and police units around the world that conducted counter-bioterrorism operations. Unfortunately, the world's bioterrorism problem was much bigger than anyone had anticipated, and so a new course of action was required to handle the problem.

To that end, consideration was given to creating a team that could react instantly to threats, but the BSAA was still only a civilian-led organization. They could not operate freely in sovereign nations, and thus were unable to conduct investigations, make pertinent arrests, or even use force when the situation dictated it. It was clear now that the threat of bioterrorism was now the entire world's problem, and something would have to be done.

The BSAA was then reformed under the U.N.'s jurisdiction.

As a U.N.-controlled special forces team, the BSAA's acceptance by the U.N.'s member states was taken as a given. The truth of the matter was that only 70 percent of the member states would approve of BSAA activities on their soil, and the remainder of the states would only approve BSAA activities in their countries on a conditional basis.

This is how the current incarnation of the BSAA was formed.

The BSAA's headquarters was located in England, but any further details of the location were not released to the public. Since a BSAA team had to be able to be deployed within 12 hours, it was assumed that they were located near an airport hub or an air force base. Some sources claimed that the BSAA had bases in the areas under their jurisdiction.

The following is a list of areas under the jurisdiction of their respective BSAA branches.

European Headquarters: Europe and western Russia.

Middle East Branch: The Middle East and part of Africa.

North American Branch: The entire North American continent (Chris Redfield is stationed here)

South American Branch: The entire South American continent

West African Branch: The western part of the African continent (Sheva Alomar is stationed here)

East African Branch: The eastern part of the African continent

Far East Branch: Eastern Russia and the countries east of India

Oceanian Branch: Australia is the center of operations for Oceania.

(Antarctica, where Umbrella's Antarctic Base was located, falls under the jurisdiction of the Oceanian Branch.)

Each BSAA branch had a considerable number of people on their tactical teams, most of them coming from police special forces and militaries around the world.

The support staff for the teams was also quite large, and they came mainly from government organizations in different countries. There were many groups of experts on the staff that provided technical, medical, physical, and mental support to the teams.

The BSAA deployment teams were divided into two groups.

The first group was the Special Operations Unit (SOU). The SOU were sanctioned to infiltrate an area, engage in combat, and subdue offenders. Teams were usually comprised of 12 members, and each team was divided into three four-man cells.

A special feature of the SOU is the flexibility of its personnel during operations. Cells from other teams are brought in on a regular basis. Specific joint operations have had over 70 elite members working together.

Dan DeChant is the leader of Alpha Team for this operation. The team is comprised of his own standard team along with cells from other teams. (The designation Alpha Team will only be used for this operation.)

Reports indicate that because unknown B.O.W.s are involved, the efficacy of the tactical team's methods for handling them may be low, and consideration has to be given to the strong points that raise their efficacy.

Another key part of the BSAA is the Special Operations Agent (SOA). Usually they are referred to as just "agents," and unlike the SOU, agents work alone. The agents are primarily involved in investigations and espionage activities, and as such, they are considered the eyes and ears of the BSAA. During certain operations, it may become difficult for tactical teams to penetrate to the front, so it is up to the agents to carry out the missions.

During these types of missions, a two-man cell is the basic deployment unit required to carry out the mission.

Sometimes agents must go beyond the jurisdiction of a BSAA branch to carry out their missions. Many of them are dispatched when unlawful activities cross regional borders. This mission sees agent Chris Redfield in that role.

Agents who work alone are highly capable, and they rank higher than SOU members; however, agents are not chosen so much for their abilities or technical prowess, but for the psychological state and aptitude in handling situations. In actual skills and abilities, they may be outperformed by SOU members.

The BSAA is a public organization with an international staff, but owing to the logistics of running such an organization, it is a well-known fact that most of their funding comes from the Global Pharmaceutical Consortium.

While this relationship has been the target of much criticism, the consortium's funding removes the financial burden from participatory nations, and as such, any motivation to change the situation and incur unwanted expenses. As for the consortium, their sponsorship acts as a much-needed industry-wide PR service. So far this partnership has been beneficial to all parties involved.

On a final note, the eleven members who were part of the BSAA from the beginning are highly respected within the organization, and are known as the Original Eleven. The name comes from the Original Seven, who were the seven astronauts selected for Project Mercury.

One of those Original Eleven is Chris Redfield. A number of other members of the Original Eleven also work alongside many of the tactical teams.

MAJINI

Listed below is what is currently known regarding the Las Plagas parasite:

Though only recently discovered, the parasite known as Las Plagas was sealed away under the family castle of castellan Ramon Salazar for many generations.

The parasite attaches itself to a human host and is assimilated by the central nervous system. Infected humans lose all rational thinking faculties and are wholly subject to control by another type of Plaga known as a control Plaga (usually another infected human). Hosts may lack rational thought function, but they still retain human-level intelligence such as the ability to understand and communicate with each other. They can also use tools and are surprisingly crafty when working in groups against an enemy.

Leon S. Kennedy documented his encounter with these infected humans in the Kennedy Report. In his report they were referred to as Ganados.

The presence of Las Plagas in this mission has been confirmed. It is currently unknown how the parasites, discovered in Europe, came to be present in Africa. A known bioweapons smuggler, Ricardo Irving, is wanted for questioning regarding this matter.

This information was obtained by the BSAA's Alpha Team at great personal risk to themselves. Their report indicated that a Las Plagas sample was extracted from Europe and has undergone both biological and genetic modification, creating a more effective and potentially dangerous biological weapon.

This modified Las Plagas has been classified by researchers as Type 2 Plagas. The presence of the Type 2 Plagas has been confirmed to be present in Africa by various intel reports.

Type 2's initial infection characteristics vary from the original parasite's infection.

The Las Plagas discovered in Europe were injected into humans during the egg phase. They would then reach maturity within the host body at which point they would assume control of the host's central nervous system.

With Type 2, infection occurs from a mature parasite. This requires it to enter the host orally, usually by being forced directly into the potential host's mouth.

The observed result of this type of infection method is one of extreme muscular convulsions and uncontrollable body spasms.

Also of note, whereas the original Las Plagas took anywhere from a few hours to a few days to assimilate a host, Type 2 requires almost zero maturation time. From this point alone, Type 2 is a much more efficient weapon.

Infections of this type have already been witnessed by BSAA operatives currently stationed in the area.

Type 2 takes over the central nervous system of infected humans, and incapacitates normal rational thought faculties. The infected hosts become willing subjects to the ones that control them. (However, to maximize their effectiveness as a weapon, the person(s) who command them do not need to possess a control Plaga to do so.)

Hosts retain their intelligence, and the abilities of the host are dependent on the abilities inherent in the human before infection. This is the same as with the original version of the Las Plagas parasite.

It has been speculated that to raise their proliferation as a weapon, the parasite has been altered so that its hosts will actively infect others in order to increase their numbers.

According to intel reports, Type 2 hosts are apparently known as

Majini to weapons dealers. This word comes from the local language meaning "evil spirit."

Because the codename Type 2 exists, it is presumed that there are subsequent numbered types (e.g. Type 3 and Type 4). No confirmation of this, however, has been acquired at this time.

CHRIS REDFIELD

Chris Redfield began his military career in the United States Air Force. Possessing a service record replete with both commendations and disciplinary actions, commanding officers have described Chris as: "uncompromising," "possessing unwavering dedication," and having a "high level of adaptability."

It was these traits that saw Chris earn his wings, but also these same traits that brought him into direct conflict with superiors. Unable to settle these differences, Chris retired from the United States Air Force.

After retirement, Chris was scouted by Raccoon City's special forces (S.T.A.R.S.) because of his superior firearm and hand-to-hand combat skills, along with his qualifications as both fixed-wing aircraft and helicopter pilot.

Joining the S.T.A.R.S. team, Chris was designated as point man (PM) for Alpha Team. As PM, it was his duty to scout and secure positions ahead of the team. His duties required him not only to be a good shooter and fighter, but also be able to use a wide array of weaponry.

It was in this area where he excelled, showing the ability to handle anything from small arms to large weapons and the flexibility to use them as the situation dictated.

Chris's performance with S.T.A.R.S. was exemplary. It appeared that he had finally found his niche. But fate had other plans in mind for Chris. Unbeknownst to him, the next chapter in his story was about to unfold on that fateful night in July 1998.

The S.T.A.R.S. Bravo Team, responding to reports of disappearances in the surrounding areas of Raccoon City, abruptly went radio silent. Alpha Team was sent in to investigate. Shortly after their helicopter touched down, they were attacked by wild ravenous canines (known as the B.O.W. Cerberus), and were forced to take refuge in a nearby mansion.

The mansion was in reality the Arklay Research Facility for the pharmaceutical giant Umbrella. It was at this facility that they developed bioweapons and conducted uncounted illegal experiments. Here Chris and his partner, Jill Valentine, were forced to combat numerous B.O.W.s as part of an active tactical research plan devised by Albert Wesker.

Wesker was the commanding officer of S.T.A.R.S., and therefore Chris and Jill's superior. Though all his actions were done at the behest of the Umbrella Corporation, Wesker used his rank in S.T.A.R.S. to manipulate Chris and Jill. Wesker unleashed several B.O.W.s into the mansion in order to gather data for his own ends.

This tragedy in the Arklay Mountains became known as the Mansion Incident, and ended with Chris and Jill destroying the creature known as Tyrant, the death of Wesker and the destruction of the laboratory.

Having survived the incident at the mansion, Chris attempted to notify the authorities regarding Umbrella's activities, but all his warnings were ignored due to Umbrella's powerful sway. Having exhausted this option, he attempted to notify the U.S. government of the situation. This too, however, proved fruitless. He knew that taking on such a large corporate entity alone would not be easy, and might in fact prove fatal, but in the end he was left with no other choice.

Thus Chris continued his investigation on his own. Without informing his family of his intentions, he soon departed for Europe.

Chris wanted to shield his family from any ill effects his investigation might incur, but ironically it brought one of his family members into the fray.

When Claire Redfield was unable to get in contact with her brother, she journeyed to Raccoon City to find him. Upon arrival in the city, she found the area awash in the terror brought on by the spread of the T-Virus.

In that land of death and confusion, Claire met Leon S. Kennedy, and together they were able to fight their way out of the city. After the Raccoon City ordeal, Claire flew to Paris to investigate Umbrella's activities in Europe, but she was captured and sent to Rockfort Island.

When Chris learned from Leon what had happened to Claire, he made his way to Rockfort Island to free her. It was there that Chris was confronted with many harsh facts.

Umbrella had a research facility in Antarctica.

Alexia Ashford was still alive.

There was a new virus called T-Veronica.

And most surprisingly of all, Albert Wesker was still alive.

The man behind the horror of the Mansion Incident, Chris's former commanding officer, somehow survived the destruction of the mansion.

Once again Chris was unwittingly thrust into one of Wesker's schemes, and he was forced to face the man whose destiny appeared to be intertwined with his own. Chris was easily overpowered by Wesker's inhuman strength, but luck was on Chris's side that day.

The ensuing conflagration that consumed the island caused Chris and Wesker's conflict to be put on hold for the time being.

With his resolve strengthened, Chris determined that no matter at what personal cost to himself, Umbrella would fall.

Fast forward to 2003: Chris was in the skies over Russia with his partner, Jill Valentine, by his side.

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At that point, Umbrella was in dire straits. In the wake of the destruction of Raccoon City, the company became embattled in litigation, and their stock price plummeted. It was only a matter of time before Umbrella collapsed.

It was during this time that Chris learned of Umbrella's plans to develop a new type of B.O.W.

Chris and Jill had obtained information and were headed to the Caucasus Laboratory where the T-A.L.O.S. Plan was being conducted in secret. They were to rendezvous with an anti-bioterrorism unit and attack the location.

Not long after this incident, the once seemingly untouchable Umbrella was officially no more.

The seed that Umbrella sowed, however, would continue to reap tragedy for the world. B.O.W.s were no longer restricted to areas of conflict, but were now being used in terrorist attacks against innocent civilians. It was at this time that Chris and Jill joined the BSAA, a group dedicated to eliminating those bioweapons.

The two of them traversed the world together, partners in the fight to bring bio-terrorists to justice. The shadow of Umbrella still loomed large, though, as they would soon discover.

When Chris and Jill went to question Umbrella's founder, Ozwell E. Spencer, about Wesker's whereabouts, they were greeted by the sight of Umbrella's founder lying crumpled on the floor, and the bloodstained figure of Wesker standing over him.

This would be the third confrontation between Chris and Wesker.

This time the confrontation ended in tragedy as Jill, seeing no other option, made the ultimate sacrifice to stop Wesker. With one last effort she charged Wesker and threw both herself and him over the side of a cliff. The BSAA searched for Jill's body for three months, but no trace of her was ever found.

After three months of searching with no success, Jill Valentine was officially declared dead by the BSAA.

No one knows what promises Chris made in front of Jill's empty grave, but following her loss, he redoubled his efforts to eradicate all bio-organic weapons, wherever they may be. Initially stationed at BSAA's North American Branch, his investigations soon took him around the world. He became involved in so many operations that he soon had more missions to his name than any other BSAA member.

During one of his investigations, Chris learned of an upcoming bioweapons deal in Africa in connection with a man named Ricardo Irving. Irving's name had come up quite often of late in association with bioweapons smuggling.

After informing the BSAA African Branch about Irving, Chris urgently requested permission to participate in the operation to arrest Irving.

As for the reasons he wished to participate in this mission, Chris would not comment. Whether he is withholding information or not is unclear.

As one of the most respected BSAA agents, his presence in this operation greatly increases the chances of success, thus his request has been granted.

SHEVA ALOMAR

Sheva Alomar was born into an impoverished family situation in a small factory town situated in Africa. This particular town was home to Umbrella Plant 57.

As with most factory towns, the plant was the lifeblood of the town, bringing in much-needed revenue and steady employment for its populace. Almost 80 percent of the town's adult population was employed at the factory in some capacity, including Sheva's parents. While the pay was low by most nations' standards, it provided a steady income for the townspeople and a happy childhood for Sheva.

This happiness was short-lived, however.

While only eight years old, Sheva's peaceful life was brought to an abrupt end by the sound of sirens erupting from the factory. As the sirens pierced the air, an ominous plume of black smoke poured out of the factory.

Even as a child, Sheva knew something was terribly wrong. With dread in her heart she ran toward the factory.

Arriving at the factory, she soon discovered the entrance blocked.

In place of the kind old man who used to stand guard at the entrance, strange adults in protective suits were everywhere, their faces hidden by masks. Sheva could not understand what was happening.

"I realized years later that they were wearing anti-biohazard protective gear. They were part of Umbrella's special forces."

She may not have understood the muffled voices emanating from beneath those masks at the time, but the assault rifles they leveled at her more than made their intentions understood. The country was not a very stable place to begin with, and near her town resided members of a large anti-government guerrilla army. Although only a child, Sheva knew all too well the violence that often accompanied those guns.

The adults in the village that remained were promptly executed by those gunmen.

Sheva was spared this same fate thanks to the vigilance of a neighbor who was able to get her back to her parents' home unnoticed. Thus began the longest night of Sheva's life. Crippled by fear, she could only wait and pray for her parents' return. The night passed and a new day dawned, but still they did not return.

As night on another day fell she sensed a presence outside her home. Unable to contain her relief and joy, she ran to the door to greet her parents.

As she swung the door open, crying aloud with joy, she was soon met with disappointment and confusion.

Coming towards the door were not her parents rushing to embrace her, but her uncle, with a look of shock and horror painted upon his face. His words crushed any hope she had left...

"Your parents are dead. There was an accident at the factory."

Taking anything of value left in the house, her uncle then took Sheva to live with his family. He was taking her away from the only home she had ever known.

Her life with her uncle would be brief.

Not only was her uncle's family extremely poor, but he also had seven children of his own to care for. Even though Sheva was a blood relative, he probably never would have come for her if he hadn't thought he would receive financial compensation from the factory.

That compensation never came. Umbrella never gave out any payments. And soon, her aunt and uncle were unable to feed her.

Life was hell for Sheva. Not only was she on the verge of starvation, she yearned to be with her parents again. In her grief, she became fixated on the notion that they were still alive.

As the days passed, this belief grew so strong to the point where she could think of nothing else. She knew she had to find them.

So one night as the moon bathed the savanna in silver, Sheva ran away from her uncle's house and headed back to her hometown and the life that was stolen from her.

The thought of her parents drove her on.

But the expansive savanna is a harsh environment for one so young and small. During her second night, she began to feel the effects of malnutrition. Unable to find food, Sheva soon collapsed.

A night in the savanna is not a quiet affair. The sounds of animals plodding along, beasts howling at the moon, insects chirping and buzzing about, the dry wind soughing through the grass – Sheva considered them all with wonder. She had grown up in a town and was unaccustomed to her new surroundings.

Through the cacophony of strange noises, Sheva picked up a sound that was quite familiar to her. She heard the low rumbling of an engine and the sound of tires crackling over the dirt.

A truck pulled up next to Sheva and a stranger got out of the passenger side and spoke to her. If she replied to him or not, she couldn't recall, but the man picked her up and placed her in the bed of the truck.

The man that found Sheva was an anti-government guerrilla fighter. He provided her with food, shelter, and a place to call home. Unfortunately for Sheva, this good turn was accompanied by some bad news.

She was told that the incident at the Umbrella factory was not an accident. The factory manufactured bioweapons and Umbrella had been carrying out the final test on one of its newest weapons at the dilapidated factory.

The regular employees who worked there were unaware of what Umbrella was actually creating. They paid for it with their lives, including Sheva's mother and father...

After concluding the test, Umbrella took measures to conceal the entire affair. With the assistance of the government's army they destroyed the factory along with the entire town, effectively wiping the town Sheva had called home off the map.

At this news Sheva was filled with rage. She hated Umbrella and blamed them for her parents' deaths, and she hated the government for just rolling over at Umbrella's behest.

It was at this moment she decided to join the guerrillas in their fight against the government.

Sheva started out by doing laundry, cooking meals, and taking care of other chores. After only a few years with the guerrillas, she was given her first gun. She rarely talks about this time with the guerrillas. Perhaps the memories are too painful, or she is too ashamed of what she did there.

Sheva stayed with the guerrillas for seven long years, until one day, she was sent into town to buy supplies. This was one of the major duties she had been entrusted with.

By this time she was a teenager, and had spent most of her known life with the guerrillas. Perhaps due to her age, the townspeople never suspected her of being a guerrilla fighter.

While she was in town, a man approached her. He looked like a local, but spoke with a strange foreign accent. Handing her a piece of paper and speaking in a hurried voice, he stated:

"Read this. If you believe what it says, come to the church in the back alley in two hours."

After speaking these words he disappeared into the crowd as quickly as he had appeared. Sheva turned the paper over in her hand, and her eyes were drawn to one word: Umbrella.

It was the same pharmaceutical company whose selfish aims took her parents from her. If that incident had never happened, perhaps her life would have been different.

The message on the paper said that the guerrillas were planning on using bioweapons to conduct a large-scale terrorist attack that would overthrow the government. Umbrella was going to make a deal with the guerrillas to provide them with the bioweapons. The man wanted Sheva's help in stopping the deal from going through.

At first Sheva thought it was a government trap, but deep down she knew the note spoke the truth. When asked how she knew, she had this to say:

"My country was strongly influenced by France, and many government officials spoke in French patois. But this man was different. I couldn't place his accent at the time, but somehow I knew I could trust him."

Sheva followed her instincts.

She went to the church and met two men there.

One of them had given her the note earlier. The other wore a suit with no tie and said that he was from the U.S. government.

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When confronted with the reality that his plan had failed, Irving was forced to take the following actions:

First, he contacted his partners in the transaction and requested to delay the deal. Afterwards, he went to the mine to retrieve any documents and materials relevant to the transaction. It was at this point that Redfield and Alomar found him.

However, it was obvious that he had a backup plan for just such a contingency.

Irving escaped thanks to the help of a hooded figure he had on standby. The two agents were left to deal with Popokarimu (a bat-based B.O.W.) that was originally intended to be used in the transaction.

It is thought that Irving released this B.O.W. on the agents in retaliation for disrupting the transaction and not to aid his escape.

It was becoming apparent by this point that Irving's mental stability was in question. Whether his irrational behavior was brought on by the interference of the agents, or if the increased stress only brought out his true tendencies, is unknown.

Irving's situation, however, would digress even further.

After escaping from the mine, he was soon discovered by Captain Josh Stone's Delta Team inside the KAZ. In order to escape, Irving unleashed Ndesu (confirmed to be based on the El Gigante B.O.W. used in Europe). The frustration of losing two large, valuable B.O.W.s in such short succession must have been keenly felt by the avaricious Irving.

After reaching the conclusion that there was nothing more he could do, Irving plotted to escape with his accumulated wealth, but he was soon overtaken by the hooded figure, who provided him a vial containing Las Plagas. This was to be his punishment for failure. He was to administer this on himself in order to fight the two agents.

This vial contained a Las Plagas variant known as a control Plaga.

According to BSAA intel, the use of the control Plaga has been documented by Leon S. Kennedy in Europe. The control Plaga differs from the common form in that it does not take over a host's rational thought process. Another difference is that it causes extreme transformations in the host. As such, control Plaga hosts must resign themselves to never being able to live as a normal human again.

In a last-ditch effort, Irving detonated the oil refinery. Unfortunately for him, the refinery was virtually dry at the time, thus limiting the size of the explosion. His hope was that he could destroy all incriminating evidence and kill Agents Redfield and Alomar so he would not have to resort to using the control Plaga.

Irving was left with no choice but to administer the injection to himself, at which point he underwent an immense and rapid transformation. But even the power he gained from that transformation did not avail him, and he met his end at the hands of the two agents.

NDIPAYA TRIBE

The Ndipaya reside in unique wooden structures in the wetlands. Their advanced architectural techniques are used throughout the world to repair and maintain many damaged ancient ruins.

This is how the world at large knows of the Ndipaya.

But the Ndipaya possess a secret that they do not wish to share with the rest of the world: That the ancient ruins of the Ndipaya Kingdom reside beneath their lands.

In ancient times, the surrounding lands were all under the control of the sovereign Ndipaya Kingdom and the city of ruins was the seat of that monarchy.

Special attention should be given to the way the sovereign was chosen.

While the Ndipaya did have a monarchy, the king was not decided by birthright, but by the abilities and qualities he displayed during a certain required ceremony. This ceremony employed a special plant that grew in the Sun Garden residing in the deepest areas of the royal city.

This plant was known as the Stairway to the Sun.

The Stairway to the Sun was an extremely poisonous plant, and its effects were fatal if consumed, though some individuals possessed a natural resistance to the poison.

The Ndipaya people believed that a man who could prevail against the poison was destined to become king.

(Vestiges of this ceremony are still carried out once a year by the Ndipaya for the continual peace of their ancestors' spirits.)

Even with a natural resistance, finding an individual that could survive ingestion of the powerful poison was a rarity. It is said by the Ndipaya poeple that one such man reigned as king for hundreds of years. Whether this legend has any validity to it cannot be ascertained at present.

What is known is that this once-flourishing kingdom fell into decline and was eventually abandoned by the Ndipaya people.

It is not known what made the Ndipaya abandon their city for the wetlands. Any information regarding these matters comes from oral traditions and hearsay, which obviously calls into question the validity of the information.

What is known though, is that after leaving the city, the Ndipaya viewed it as sacred ground, and vowed to keep its existence hidden from outsiders.

All Ndipaya males between the ages of thirteen and twenty-five are required to spend two years in the city to guard and protect it.

It is through their continued vigilance that this great city's existence has been kept undiscovered by the outside world.

There was, however, one instance of outsiders discovering their secret city. In the 1960s, a corporation went into the sacred city to find the plant used in their ceremonies and take it by force.

The Ndipaya fiercely resisted this incursion into their land. In times of peace the Ndipaya are builders of great renown, but when the need for war arises, they can become stout warriors. This adaptability is the essence of the Ndipaya.

Their physical prowess in battle was their greatest weapon, and they used it to fight bravely. But they were overwhelmed by the enemy's technological advantages.

(During this time many of the Ndipaya youths consumed the plant in an effort to fight off the invaders.)

In the end the Ndipaya were forced to cede the area of the Sun Garden and beyond to the corporation's control.

But the Ndipaya have not yet given up hope of one day reclaiming their sacred land and returning it to its former glory.

U-8

U-8 is the name of the B.O.W. born from a weapons development project involving Las Plagas.

The creature is comprised of the refined DNA of multiple organisms, specifically the DNA of shelled organisms. The alterations to this aspect of the creature is reflected in its dark coloring.

The carapace has an unparalleled durability, and was shown to be resistant to a direct hit from RPGs in tests.

This gigantic creature has another special feature in its design.

U-8 is some tens of meters tall, and its pincer legs are over three meters in length, which it uses as a weapon in close combat. These pincer attacks are not especially quick, but they are powerful enough to pierce the armor of a tank.

Flying B.O.W.s reside in the part of U-8's abdomen originally intended for the maturation of eggs in an unaltered specimen. These flying B.O.W.s are not larval U-8s, but completely different creatures entirely.

In a close-quarter, one-on-one fight, U-8 is an overwhelmingly powerful adversary, but when it has to combat more than one opponent, its large size becomes somewhat of a liability.

Its considerable bulk also makes it vulnerable to long-range attacks. To compensate for this weakness, it uses the flying B.O.W.s in much the same way as an aircraft carrier uses jet fighters.

Some would consider U-8 an impeccable fighting machine, but it does have its flaws.

U-8's size can be a detriment because it requires massive amounts of sustenance to maintain functionality. As such, U-8 is not suitable for long-term assignments.

According to Tricell's business information, U-8 is most effective as security for a facility or when used in attacks of limited time.

(Before it can be used in offensive maneuvers, consideration must be given to the means of transporting U-8 to the destination.)

Also, U-8 is designed to reach a large size very rapidly, and this breeds imperfections in its carapace. These imperfections are limited to a certain area of the carapace, but a direct attack on this area will severely damage U-8.

Even with these flaws, U-8's functionality, combat effectiveness, and relative ease to control have made it popular in the bioweapons market.

Records indicate that Ricardo Irving has sold a multitude of both the original U-8 and the upgraded version, U-8 Prime (which has a multi-layered carapace for extra defense, along with the shell covering formerly exposed areas).

There were plans at one point to design a lighter, faster U-8 that could maintain functionality for longer periods of time, but this would result in a significant downgrade in its defensive capabilities. This plan appears to have been scrapped.

Chris Redfield and Sheva Alomar reported imperfections in the carapace of the U-8 they faced, so it is suspected that it was one of the original models.

Note that the "U" in U-8 does not stand for "Uroboros," but for "Ultimate."

TRICELL

Tricell is a conglomerate organization comprised of shipping, natural resources development, and pharmaceutical divisions.

Tricell's history dates back to the period known as the Age of Exploration. The forebear to Tricell was Travis Trading, a company owned by the wealthy European merchant Thomas Travis.

This company profited greatly from expansive trading with the Orient, and laid the groundwork for what would become Tricell's shipping division.

Travis Trading entered the 19th century as a profitable trading venture.

In the 1800s, Henry Travis, the youngest of seven siblings, invested much of his own fortune into the exploration of Africa.

During this period, the exploits of explorers like David Livingstone were creating quite a stir in the newspapers of the day. Henry's expedition was inspired by these accounts, and his decision was to have a great impact on Travis Trading's future.

Henry made five expeditions to the African continent in order to explore all of its regions. The extensive funds of the Travis family allowed him to continue his research into Africa even through times when results were not forthcoming.

After his fifth and final expedition in Africa, Henry Travis returned to his home country, a full 34 years after he had first left it.

Henry compiled the records of his expeditions into an impressive 72-volume set entitled "Survey of Natural History." These books covered everything: from animals, plants, insects, minerals, and topography, to the native inhabitants and their cultures, histories, and traditions. These books also contained extensive records detailing the folklore of various peoples throughout the continent. These tomes were a veritable encyclopedia of the African continent.

Henry's survey was published in its entirety, but his meticulous details were viewed as products of creative license and an overzealous imagination. The books were ultimately discredited by the scientific community. Considered to be a novelty item, only a few copies of the entire series were ever published.

The shock of being shunned by the scientific community sent Henry into a deep state of depression. He passed away only two years after his return from Africa.

It is now believed that the head of Travis Trading at that time (Henry's eldest brother) purposely spread the rumor that Henry's books were nothing more than fiction. Speculation is that he did this because he wanted Travis Trading to be the only company that could exploit the information contained within those books.

Of particular interest was the topographical information contained in volumes 17 through 24.

By the end of the 19th Century, Travis Trading had begun to exploit the mineral resources of Africa. All over the continent, the company was mining for precious metals and discovering/developing oil and natural gas fields. Meanwhile, the company's profits continued to soar. These operations formed the basis of Tricell's natural resources development division.

Travis Trading built a firm foothold in Africa, and beginning in the mid-20th century, they had begun to actively collect samples of plants, animals, and insects. Henry's books were instrumental in guiding these endeavors.

The collected specimens were used in pharmaceutical research. Before long, that research brought commercial success and the subsequent founding of Tricell's pharmaceuticals division.

Travis Trading was the basis for the shipping division.

The natural resources development division was born from the information contained in Henry's journals.

The specimens obtained from the African fauna were used to create the independent pharmaceuticals division.

By the 1960s, these three divisions of Travis Trading were firmly established, and they formed a conglomerate under the name Tricell.

The Travis family, however, were not the only ones privy to the knowledge of Henry's journals.

Umbrella's founder, Ozwell E. Spencer, was interested in them for the folklore recorded therein. Of particular interest were the accounts of the Ndipaya's rituals. Spencer hypothesized that the flower used in their rituals held significance, and this ultimately led to the discovery of the Progenitor Virus.

JILL VALENTINE

When a crisis situation arises, few soldiers excel to the level of Jill Valentine. She is proficient in the use of various firearms, is a master at lock picking, and is skilled in the disposal of explosives. Jill's talents make her an integral component of any fighting force.

Like Chris Redfield, Jill was a member of the S.T.A.R.S. Alpha Team. She was also involved in the tragedy at the Arklay Research Facility (also known as the "Mansion Incident"). During the incident, Jill and Chris operated independently, but together discovered the truth behind the facility.

They learned that Barry Burton was not really a traitor, but was being controlled by Albert Wesker, Captain of the Alpha Team. In addition to Wesker's machinations, they also learned the source of the zombie outbreak was due to the release of the T-Virus, and that Umbrella was more than just an ordinary pharmaceutical company.

What Jill learned at the Arklay Research Facility would have profound repercussions on the rest of her life.

Following their return from the mansion, Chris and Jill attempted to inform the authorities of Umbrella's activities. For all their good intentions, they were met with no movement towards any official investigation into the company.

Fed up with the lack of response, the two took it upon themselves to investigate Umbrella. They concentrated their efforts on Umbrella's main base of operations in Europe. As a S.T.A.R.S. member entrusted with protecting Raccoon City, Jill chose to remain in the city for the time being and investigate the Umbrella research facility there before rendezvousing with Chris in Europe.

This decision led to her involvement in the Raccoon City incident.

During her investigation, rodents infected with the T-Virus from the Arklay Research Facility began to spread the virus into the city. The virus quickly spread, infecting a majority of the residents. Umbrella, the perpetrators behind this incident, reacted swiftly.

Umbrella sent in the Umbrella Biohazard Countermeasure Service (U.B.C.S.) to handle the situation, and they also dispatched the bioweapon Nemesis T-Type to take out any surviving S.T.A.R.S. members, who Umbrella now considered a threat.

Jill attempted to escape from Raccoon City all the while being hunted by the Nemesis T-Type. During this time she encountered a member of the U.B.C.S. team, Carlos Oliveira.

Carlos claimed his team was on a rescue mission to save any survivors in Raccoon City. Having no reason to doubt that mission's purpose, he proposed to help Jill escape. Jill, on the other hand, had her doubts. However, the situation had reached critical proportions and Jill did not have the luxury of time.

The U.S. government was planning on containing the spread of the virus by launching a special missile strike on the city called Operation: Bacillus Terminate. When Jill became infected with the T-Virus as a result of the Nemesis T-Type, she despaired of ever being able to get out alive.

Fortunately for her, Carlos was there to help.

Carlos obtained a cure to the T-Virus infection and gave it to Jill. After her recovery, she worked with Carlos and they successfully escaped from Raccoon City.

In 2003, after Operation: T-A.L.O.S., Jill and Chris became two of the original eleven founding members of the BSAA, and joined them in their fight against bioweapons and bioterrorism around the world.

Chris and Jill stopped bioweapons in Asia, destroyed bioweapon labs in South America, arrested smugglers in Europe, and patrolled the world in an attempt to stamp out all bioweapons. Throughout their activities, while they may have suspected the long fingers of Umbrella as being involved, they never had any conclusive proof.

Those long fingers, however, would turn out to be connected to the hands of Umbrella's founder, Ozwell E. Spencer.

The pair received intel on Spencer's whereabouts and rushed off to arrest him, only to find their former Captain and hated enemy, Albert Wesker. Seeing Spencer's crumpled corpse on the ground, the two changed their plans and decided to arrest Wesker instead.

In a two-on-one fight, Chris and Jill should have had the advantage, but Wesker's strength and agility were well beyond that of any normal human. For all their training, Jill and Chris were no match for Wesker.

As Wesker was about to end Chris's life, Jill made the ultimate sacrifice. Lunging at Wesker, she threw both herself and him out of a window, and over the side of a cliff.

Chris could do nothing as he watched his partner fall to her death.

BSAA launched a full-scale search operation, but neither Jill's body nor any of her personal effects were ever recovered.

On November 23, 2006, Jill Valentine was officially declared dead, and her name was added to the list of BSAA members who died in the line of duty.

But Jill's story did not end there.

The fall did not kill Jill nor Wesker. Though badly hurt and unconscious, Jill was saved by Wesker. After giving her the medical treatment she required, he placed her in a cryogenic sleep. Once the Uroboros Plan was finalized, Wesker intended to use her as the first test subject.

This was Wesker's way of exacting his revenge.

Fortunately for Jill, luck was on her side.

The apparatus monitoring her vital signs detected some abnormalities. Something was happening inside Jill's body, and Wesker's curiosity was piqued. Further investigation showed that a mutated form of the T-Virus was still inside her body. It was a remnant of her infection in Raccoon City.

The cure she was given was supposed to have eradicated all traces of the virus in her body, but instead it caused the virus to go into a dormant state. Her extended period in a cryogenic sleep somehow reactivated the virus.

Shortly after being reactivated the T-Virus completely disappeared from her body, but it left something else in its place. Wesker found that Jill's body now contained powerful antibodies to the virus.

All those years the T-Virus was inside her body forced it to develop a defense system that was nothing short of miraculous.

This discovery would help further Wesker's ambitions.

The development of the Uroboros Virus, the centerpiece of the Uroboros Plan, had proven to be quite difficult.

The Uroboros Virus developed from the Progenitor flower proved to be too poisonous to humans to be of much use. Instead of spurring the next step in human evolution, it only invited death.

Wesker theorized that using Jill's antibodies could make the virus less poisonous. He kept Jill alive solely to produce antibodies for his research.

Jill, who had reviled bioweapons and devoted her life to eradicating them, was ironically being used to develop the most terrible bioweapon of all.

After much research and experimentation, Wesker finally perfected the Uroboros Virus. Jill's participation in its development meant she was no longer a suitable test subject. Pure and unadulterated antibodies with high resistance to the virus permeated her body.

Wesker decided he would find a suitable use for her elsewhere.

During the research into the Progenitor Virus, an ancillary chemical was discovered. The researchers referred to it as simply "P30." When administered to test subjects, it would not only give them superhuman strength, but also render them highly susceptible to control.

P30 was the ultimate performance enhancer.

The aims of the Uroboros Plan were to create a new breed of humans, so P30's application in this plan was inconsequential. However, for the time being it could be marketed as a product and garner additional funding.

Research into creating the ultimate soldier who didn't resist orders was carried out simultaneously on Las Plagas and P30. Unfortunately, the latter had a severe drawback.

The effects of P30 would only last for a very short time.

An injection of P30 was metabolized and expelled by the body at an expeditious rate, requiring re-administration of the drug at frequent intervals. This greatly lessened the viability of such a product as a long-term performance enhancer. The only counter to such a drawback was to attach a device to the subject that would continuously administer the drug.

While P30's effects were brief, it was still a powerful and effective drug.

The effects of continual administration were untested, so in order to research this aspect further an administration device was attached to Jill.

An external device was attached to Jill's chest that would continually administer the drug to her body. With her freewill constantly usurped, she remained a servant to Excella and Wesker until Chris and Sheva destroyed the administration device.

EXCELLA GIONNE

The Gionne family is well-known and respected throughout Europe for their successful export-import business. Her grandmother being from the Travis family, the founders of Tricell, has endowed Excella with quite a noble and storied lineage. Being blessed with model-like beauty and raised in such an aristocratic family has led to her being haughty towards those around her, especially men.

But it was neither Excella's looks or family background that got her to where she is today.

Gifted with a keen intellect and inheriting her father's business acumen, Excella quickly breezed through school and enrolled in a university at a young age. There she majored in genetic engineering, and her talents were recognized by her grandmother's family. With her connections she was able to enter Tricell's pharmaceutical division at the age of eighteen.

Although she was a gifted member of Tricell's founding family, she was still a Gionne, an offshoot of the famed Travis family. Even with all the research teams at Tricell's disposal, she was only given one.

Excella viewed this act as a slight.

While still feeling indignant over this affront, she was approached by Albert Wesker.

Wesker's interest in Excella was piqued by her intelligence and character. It was at this time he provided her with all the information he had concerning the T-Virus and other research. Excella was now armed with the tools to make the advances to her career that she desired.

She used the information and technology she obtained from Wesker to advance Tricell's bioweapons division exponentially.

In a fortunate turn for Tricell, Umbrella, who had previously dominated the bioweapons market, had gone bankrupt, greatly increasing Tricell's sway in this area.

Thanks to Excella's efforts in expanding Tricell's market share, she was given more of a voice within the company. Before long, she was making key decisions that would affect the fortunes of the pharmaceutical division.

This was precisely as Wesker had intended.

Excella then set her sights on the position of CEO of the Tricell Africa Division. Her adroit use of flattery and intimidation soon landed her that powerful position.

It is now believed that it was Wesker who suggested Excella take over Tricell Africa. He exploited her romantic interest in him, and was able to use both her and Tricell Africa to further his Uroboros Plan.

Excella's first order of business as Tricell Africa's CEO was to restore the abandoned Umbrella Africa Research Facility. As the facility where research on the Progenitor Virus had been carried out, its use in the completion of the Uroboros Plan was vital.

Following the facility's restoration, Ricardo Irving was employed to sell bioweapons in order to secure funding for the research being carried out on the Uroboros Virus.

As the Uroboros Plan neared completion, Excella began to fancy herself the queen in the new world order that would follow the plan's execution. Unfortunately for her, those dreams were dashed when the man that was to be her king injected her with the Uroboros Virus.

ALBERT WESKER

The Mansion Incident. The tragedy at Raccoon City. Rockfort Island, Umbrella's Antarctic Research Facility, and the Umbrella Caucasus Research Facility in Russia. The kidnapping of the U.S. President's daughter. One man was involved either directly or indirectly with each and every one of these incidents: Albert Wesker.

The motivation behind all of Wesker's actions can be found in this current incident in Africa.

Wesker had already obtained samples of various organisms and viruses including the T-Virus, the G-Virus, the T-Veronica Virus, and Las Plagas. All of these were eagerly and enthusiastically received by Umbrella's former rival companies who compensated him greatly for each. With wealth, power, and glory, Wesker appeared to have everything a person could ever want.

Wesker, however, was not interested in material gains.

An all-too-familiar sense of trepidation continued to gnaw at him. The source of this uneasiness was Umbrella's founder, Ozwell E. Spencer.

During his time at Umbrella, Wesker could never ascertain what Spencer's true intentions were. Spencer's extensive funding of B.O.W. research was unheard of in the field.

The whole reason for producing bioweapons was that it could be done relatively inexpensively when combined with a normal weapons delivery system.

Spencer's extreme investment in B.O.W.s seemed unnecessary. Why would Spencer need such B.O.W.s in the first place? To find the answer to that question, Wesker joined Umbrella's Information Department.

Even after the downfall of Umbrella, these doubts continued to haunt Wesker.

To find the answers he needed, Wesker began to search out Spencer. The only problem was that even before Umbrella's dissolution, Spencer had removed himself from Umbrella's day-to-day operations. Wesker had to use every resource at his disposal -- all his time, money, and connections. Eventually, he ascertained Spencer's long-hidden whereabouts.

On the first night of autumn, as thunder and lightning raged in the skies above, Wesker arrived at the ancient castle in Europe where Spencer resided. Wesker expected the old man to be surprised by his presence, but instead the withered old eyes of Spencer lit up with dark delight as he spoke:

"You're back..."

The words were barely audible amidst his cough-racked laugh.

If Wesker had his doubts about Spencer before, he didn't know what to make of him now. He only knew at that moment that this seemingly feeble old man had been in control of everything that had transpired at Umbrella. Even Wesker's own actions through the years had been controlled and manipulated by this decrepit old man.

With this sudden realization, Wesker now knew the source of his anxiety for all those years.

Appearing to read Wesker's thoughts, Spencer laid out everything to him.

The development of bio-organic weapons was only a means of achieving his true goal: the forced evolution of mankind via viruses.

It would be the end of the current form of humanity and the birth of a new superior human race. With this new race he would build his Utopia, with himself as a god on Earth.

In order to realize this dream, he required three things:

First was the Progenitor Virus. Without this key component, his dreams would be no more than abstract ideas. Once he discovered the Progenitor Virus, he had the foundation on which all his subsequent plans would be built.

Second was the Umbrella Corporation. The development of bioweapons was the perfect method by which to conduct his research on the Progenitor Virus. Any profits gained through Umbrella's research were secondary to his true goal.

The third thing Spencer needed in his grand vision was Wesker himself. Spencer knew what was required for his Utopia. He also knew he would need a new human race. But what would that new breed of humans be like?

The Progenitor Virus would spur natural selection in the population. That was the fundamental promise behind Spencer's plan. But if the new breed of humans brought about by this selection process were unwilling to share in his vision, then there would be unwanted complications.

This forced stage of evolution would give the surviving humans increased strength and intelligence, but it would not affect a person's knowledge, logic, or general character. If any indolent or unsavory individuals survived to be a part of this new race, it would be a blight on Spencer's Utopia. Spencer was not about to have his vision stained, so he enacted a plan to ensure that would not happen.

This plan was called the Wesker Plan, which was named after the chief researcher at the time.

According to this plan, hundreds of children born of parents of superior intellect from all nationalities would be collected.

If their knowledge, logic, and self-will could not be altered by genetic manipulation, then Spencer himself would instill his values into these children by whatever means he deemed necessary.

These children were all given the surname Wesker, and after completion of their indoctrination they were placed into select controlled environments in various locations around the world, ever under Umbrella's watchful eye.

The children themselves were to be kept unaware that they were being monitored. With Umbrella's concealed aid they all received the best educations available in the fields they pursued.

After a few years, one child who showed particular promise was sent to Umbrella's Training Facility in Raccoon City. This Wesker child's name was Albert.

Spencer was quite pleased by all of Albert's actions, and if the other Wesker children were like him, Spencer would have nothing but quality individuals for this new race of humanity.

Spencer then enacted the second phase of his plan.

All the Wesker children would be administered an experimental virus.

This virus was administered to screen out the more gifted of the Wesker children.

Some took the virus on the recommendation of a friend; others were given the virus as part of their medical treatment; still others had it forcibly administered to them.

Albert Wesker was no different. His partner, William Birkin, gave him the experimental virus, and he administered it to himself.

This screening process turned out to be a little too selective.

Most of the Wesker children died, leaving only a few survivors. Albert Wesker was one of those survivors, and he disappeared shortly after.

Spencer was unconcerned by this development. There was a fail-safe device attached to every Wesker: Spencer's existence.

This was the discomfort Albert had felt throughout his life. All Wesker children were programmed to seek Spencer out, which manifested itself as a growing anxiety within each of the subjects. Just as Spencer had predicted, Albert soon came to him.

Unfortunately, Spencer had made one miscalculation: His failsafe only worked for as long as it remained a mystery. As soon as the mystery was revealed, Wesker no longer had a need to restrain himself. All that was impeding Wesker was a feeble old man on death's doorstep.

"The right to be a god...That right is now mine."

With those words, Wesker broke the shackles that Spencer had laid on him.

It was only random chance that brought his former subordinates Chris Redfield and Jill Valentine to Spencer's mansion at that exact time, but Wesker took it as a sign.

The weak would always resist the will of the chosen.

With renewed purpose, Wesker reflected on his own evolution and the evolution of the human race.

After the incident at the Spencer estate, he went underground and used the news of his death to veil his activities. He had achieved his goal of obtaining the virus and capital he needed from his position at Umbrella.

Next he put all his efforts into bringing his Uroboros Plan to fruition, and thereby setting himself up as a god over the new generation of humanity.

RELEASE CHART

JAPANESE TITLE	ENGLISH TITLE	SYSTEM	RELEASE DATE (JAPAN)	RELEASE DATE (US)
Biohazard	Resident Evil®	PS	03/22/96	03/30/96
Biohazard	Resident Evil®	SS	07/25/97	08/31/97
Biohazard	Resident Evil®	PC	09/14/97	09/30/97
Biohazard: Director's Cut	Resident Evil®: Director's Cut	PS	09/25/97	09/30/97
Biohazard 2	Resident Evil® 2	PS	01/29/98	01/21/98
Biohazard 2: Director's Cut (Dualshock Ver.)	Resident Evil® 2: Dual Shock Edition	PS	08/05/98	11/11/98
Biohazard 2	Resident Evil® 2	PC	02/19/99	02/28/99
Biohazard 3: Last Escape	Resident Evil® 3: Nemesis	PS	09/22/99	11/11/99
Biohazard: Special Price Pack	x	PC	12/17/99	x
Biohazard 2: Value Plus	Resident Evil® 2	DC	12/22/99	12/06/00
Biohazard Gun Survivor	Resident Evil®: Survivor	PS	01/27/00	08/30/00
Biohazard 2	Resident Evil® 2	N64	01/28/00	10/31/99
Biohazard: Code Veronica	Resident Evil® Code: Veronica	DC	02/05/00	02/29/00
Biohazard 3: Last Escape	Resident Evil® 3: Nemesis	DC	11/16/00	11/17/00
Biohazard: Gun Survivor CapKore	x	PS	03/22/01	x
Biohazard: Code Veronica Complete Edition	Resident Evil® Code: Veronica X	PS2	03/22/01	08/21/01
Biohazard: Code Veronica Complete Edition	Resident Evil® Code: Veronica X	DC	03/22/01	08/21/01
Biohazard 5th Anniversary Special Package: Nightmare Returns	x	PS/PS2	03/22/01	x
Gun Survivor 2: Biohazard Code Veronica	x	PS2	11/08/01	x
Gun Survivor 2: Biohazard Code Veronica with GunCon 2	x	PS2	11/08/01	x
Biohazard	Resident Evil®	GC	03/22/02	04/30/02
Biohazard GAIDEN	Resident Evil® Gaiden	GBC	03/22/02	06/03/02
Biohazard 0	Resident Evil® 0	GC	11/21/02	11/10/02
Biohazard 2	Resident Evil® 2	GC	01/23/03	01/16/03
Biohazard 3: Last Escape	Resident Evil® 3: Nemesis	GC	01/23/03	01/15/03
Gun Survivor 4: Biohazard - Heroes Never Die	Resident Evil®: Dead Aim	PS2	02/13/03	06/18/03
Biohazard Code Veronica: Complete Edition CapKore	x	PS2	08/07/03	x
Biohazard Code Veronica: Complete Edition	Resident Evil® Code: Veronica X	GC	08/07/03	12/03/03
Biohazard Collectors Box	x	GC	08/07/03	x
Biohazard Outbreak	Resident Evil® Outbreak	PS2	12/11/03	03/31/04
Biohazard Outbreak File 2	Resident Evil® Outbreak File 2	PS2	09/09/04	04/26/05
Biohazard Double Feature	x	GC	12/22/04	x
Biohazard 4	Resident Evil® 4	GC	01/27/05	01/11/05
Biohazard 4	Resident Evil® 4	PS2	12/01/05	10/25/05
Biohazard Deadly Silence	Resident Evil®: Deadly Silence	DS	01/19/06	02/07/06
Biohazard 4	Resident Evil® 4: Wii Edition	Wii	05/31/07	06/19/07
Biohazard 4	Resident Evil® 4	PC	06/07/07	05/15/07
Biohazard Umbrella Chronicles	Resident Evil®: The Umbrella Chronicles	Wii	11/15/07	11/13/07
Biohazard 4 Wii Edition Best Price!	x	Wii	05/29/08	x
Biohazard 0	Resident Evil® Archives: Resident Evil® Zero	Wii	07/10/08	12/01/09
Biohazard 4: PlayStation 2 the Best	x	PS2	07/24/08	x
Biohazard Umbrella Chronicles Best Price!	x	Wii	09/18/08	x
Biohazard Degeneration	Resident Evil Degeneration	Movie	10/18/08	12/30/08
Biohazard	Resident Evil® Archives: Resident Evil®	Wii	12/25/08	06/23/09
Biohazard Deadly Silence NEW Best Price! 2000	x	DS	12/25/08	x
Biohazard Code Veronica Complete Version Best Price!	x	PS2	02/19/09	x
Biohazard 5	Resident Evil® 5	PS3	03/05/09	03/13/09
Biohazard 5	Resident Evil® 5	360	03/05/09	03/13/09
Biohazard 5: Deluxe Edition	x	360	03/05/09	x
Biohazard 5	Resident Evil® 5	PC	09/17/09	09/15/09
Biohazard 0 Best Price!	x	Wii	12/03/09	x
Biohazard Best Price!	x	Wii	12/03/09	x
Biohazard Darkside Chronicles	Resident Evil®: The Darkside Chronicles	Wii	01/14/10	11/17/09
Biohazard Darkside Chronicles Collectors Package	x	Wii	01/14/10	x
Biohazard 5 Alternative Edition	Resident Evil® 5: Gold Edition	PS3	02/18/10	03/09/10
Biohazard 5 Platinum Collection	Resident Evil® 5: Platinum Hits	Xbox 360	02/18/10	02/16/10